<h1 align=center >T1A11-Rock-Paper-Scissors-Ivan.html</h2>

<script>

document.myTotal = 0

document.myWin = 0

document.myTie = 0

document.myLose = 0

</script>

<input type=button value="Rock" onclick="{

document.myOutcome = ''

document.myRandom = Math.floor(Math.random()\*3)+1

document.myTotal += 1

if (document.myRandom == 1){

document.myOutcome = 'Tie'

document.myTie +=1

}

if (document.myRandom == 2){

document.myOutcome = 'Win'

document.myWin +=1

}

if (document.myRandom == 3){

document.myOutcome = 'Lose'

document.myLose +=1

}

document.getElementById('myOut').innerHTML = 'Rock ' + document.myOutcome

document.all.myTotalOut.value = document.myTotal

document.all.myWinOut.value = document.myWin

document.all.myTieOut.value = document.myTie

document.all.myLoseOut.value = document.myLose

}">

<input type=button value="Paper" onclick="{

document.myOutcome = ''

document.myRandom = Math.floor(Math.random()\*3)+1

document.myTotal += 1

if (document.myRandom == 2){

document.myOutcome = 'Tie'

document.myTie +=1

}

if (document.myRandom == 3){

document.myOutcome = 'Win'

document.myWin +=1

}

if (document.myRandom == 1){

document.myOutcome = 'Lose'

document.myLose +=1

}

document.getElementById('myOut').innerHTML = 'Paper ' + document.myOutcome

document.all.myTotalOut.value = document.myTotal

document.all.myWinOut.value = document.myWin

document.all.myTieOut.value = document.myTie

document.all.myLoseOut.value = document.myLose

}">

<input type=button value="Scissors" onclick="{

document.myOutcome = ''

document.myRandom = Math.floor(Math.random()\*3)+1

document.myTotal += 1

if (document.myRandom == 3){

document.myOutcome = 'Tie'

document.myTie +=1

}

if (document.myRandom == 1){

document.myOutcome = 'Win'

document.myWin +=1

}

if (document.myRandom == 2){

document.myOutcome = 'Lose'

document.myLose +=1

}

document.getElementById('myOut').innerHTML = 'Scissors ' + document.myOutcome

document.all.myTotalOut.value = document.myTotal

document.all.myWinOut.value = document.myWin

document.all.myTieOut.value = document.myTie

document.all.myLoseOut.value = document.myLose

}">

Wins: <input type=text id="myWinOut" value=0>

Tie: <input type=text id="myTieOut" value=0>

Lose: <input type=text id="myLoseOut" value=0>

Total: <input type=text id="myTotalOut" value=0>

<div id="myOut">Output here</div