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

<script>

document.myTotal = 0

</script>

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

document.myOutcome = ''

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

if (document.myRandom == 1){

document.myOutcome = 'Tie'

}

if (document.myRandom == 2){

document.myOutcome = 'Win'

}

if (document.myRandom == 3){

document.myOutcome = 'Lose'

}

if (document.myRandom == 2){

document.myOutcome = 'Win'

document.myTotal +=1

}

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

document.all.myWins.value = document.myTotal

}">

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

document.myOutcome = ''

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

if (document.myRandom == 2){

document.myOutcome = 'Tie'

}

if (document.myRandom == 3){

document.myOutcome = 'Win'

}

if (document.myRandom == 1){

document.myOutcome = 'Lose'

}

if (document.myRandom == 3){

document.myOutcome = 'Win'

document.myTotal +=1

}

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

document.all.myWins.value = document.myTotal

}">

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

document.myOutcome = ''

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

if (document.myRandom == 3){

document.myOutcome = 'Tie'

}

if (document.myRandom == 1){

document.myOutcome = 'Win'

}

if (document.myRandom == 2){

document.myOutcome = 'Lose'

}

if (document.myRandom == 1){

document.myOutcome = 'Win'

document.myTotal +=1

}

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

document.all.myWins.value = document.myTotal

}">

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

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