A MINOR PROJECT REPORT C PROGRAMING LANGUAGE

THE PROJECT REPORT ON ROCK PAPER SCISSORS

Submitted to ***Centurion University of Technology& Management*** in partial fulfilment of the requirement for award of the degree of
B. tech in **COMPUTER SCIENCE & ENGINEERING.**

Submitted by: - Kaushal Kumar - 220101120020

Our group member is: -

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- **Chandan kumar- 220101120028**

Under the Guidance of: - *Prof.* ***N. Dibakar Chaudhary*** *and* ***Arayaloppa Malla****.*

DEPT.OF COMPUTER SCIENCE & ENGINEERING, SCHOOL OF ENGINEERING &TECHNOLOGY*,*
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approved by the Universal Grants Commission (UGC) and the All-India Council for Technical Education (AICTE). The university is accredited by National Assessment and Accreditation Council (NAAC).

CERTIFICATE

This is to be certified that the minor project entitled "Rock Paper Scissors" has been submitted for the Bachelor of Technology in Computer Science Engineering of School of Engineering & Technology, CUTM, Paralakhemundi during the academic year 2022- 2023 is a persuasive piece of project work carried out by "Kaushal Kumar" and our group members is Akhilesh Yadav, Babul kumar, Chandan kumar. towards the partial fulfilment for award of the degree (B.Tech.) under the guidance of "prof: - Dibakar Chaudhary and Arayaloppa Malla" and no part there of has been submitted by them for any degree to the best of my knowledge.

EVALUATION SHEET

TITLE OF THE PROJECT: - ROCK PAPER AND SCISSORS.

- Name of degree: - B. tech (computer science engineering).
- Student Name with reg. no: - kaushal kumar (220101120020).
  - Akhilesh Yadav (220101120027).
  - Babul kumar (220101120059).
  - Chandan kumar (220101120028).
- Name of the guidance: - prof. *Dibakar Chaudhary*.
- Date of examination / viva: -
- Year of submission: -2023.
- Result: [**APPROVED** / **REJECTED**].

Signature of Project Guide ……..

Name of the Guide ……..

CANDIDATE'S DECLARATION

*I "Kaushal Kumar & Reg.no: -220101120020", "Akhilesh Yadav & Reg.no: - 220101120027", Babul kumar & reg.no: - 220101120059", Chandan kumar & Reg.no: - 220101120028", B.Tech. in CSE (Semester-1) of School of Engineering &Technology, CUTM, Paralakhemundi, hereby declare that the Project Report entitled "**Rock Paper Scissors**" is an original work and data provided in the study is authentic one. This report has not been submitted to any other Institute for the award of any other degree by me.*

Signature of Student.

- ……
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ACKNOWLEDGEMENT

I would like to acknowledge all those without whom this project would not have been successful. Firstly, I would wish to thank our Computer Science teacher ***Mr. Dibakar Chaudhary and Ms. Arayaloppa Malla.*** *who guided me throughout the project and gave his immense support. He made us understand how to successfully complete this project and without him, the project would not have been complete. This project has been a source to learn and bring our theoretical knowledge to the real-life world. So, I would really acknow-ledge his help and guidance for this project. I would also like to thanks my parents who have always been there whenever needed. Once again, thanks to everyone for making this project successful.*

Signature of Student.

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About This Game.

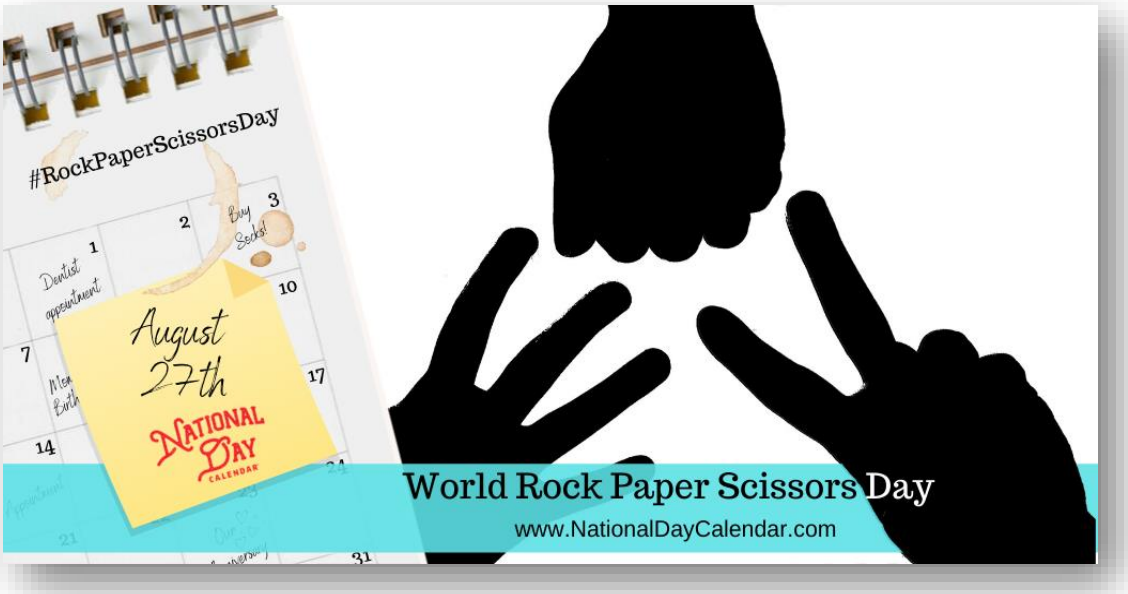
Rock Paper Scissors *(which is also called Stone Paper Scissors) is a hand game and played between two people, in which each player simultaneously forms one of three shapes.*

The winner of the game is decided as per the below rules:

- ***Rock vs Paper. ----------> Paper wins.***
- ***Rock vs Scissor. ----------> Rock wins.***
- ***Paper vs Scissor. ----------> Scissor wins.***

In this game, the user will be asked to make choice and according to the choice of user and computer and then the result will be displayed along with the choices of both ***computer and user****.*

Every year on ***August 27th, World Rock Paper Scissors Day*** *celebrates the* ***Iconic Hand Game****. It's also a day to play Rock Paper Scissors just for fun or to settle a dispute.*



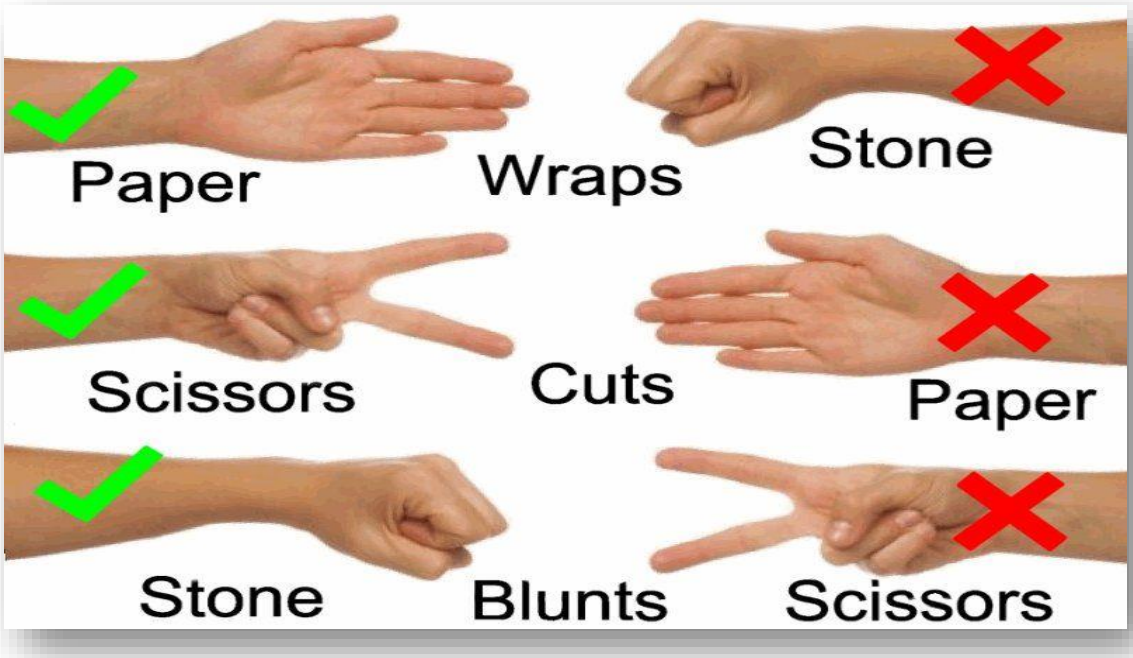
History Of This Game

Rock Paper Scissors is considered the oldest hand game in the world. In fact, the game dates all the way back to the Chinese Han Dynasty.

This era began in 206 BC and ended in 220 AD. There are also accounts of this game in Japanese history. The earliest versions of this game consisted of a Slug, Snake, And Frog. Rocks, papers, and scissors were used in a later version of the game developed in the 17th century. It wasn't until the 1920's that the popular Asian hand game made its way to Great Britain. In 1932, an article in the New York Times described the rules of Rock Paper Scissors.

Here are the exact statistics for how often each thing is played:

- *Rock - 35.4 percent.*
- *Paper – 35.0 percent.*
- *Scissors – 29.6 percent.*



How To Play

The players usually count aloud to four, or speak the name of the game (e.g. "Rock Paper Scissor"), each time either raising one hand in a first and swinging it down on the count or holding it behind. On the fourth count (saying, "Rock!") or on the third count (saying, "Paper!") or on the third count (Saying, "Scissors!"), the players change their hands into one of three gestures, which they then "throw" by extending it towards their opponent.

Fig. 1.

Fig. 2.

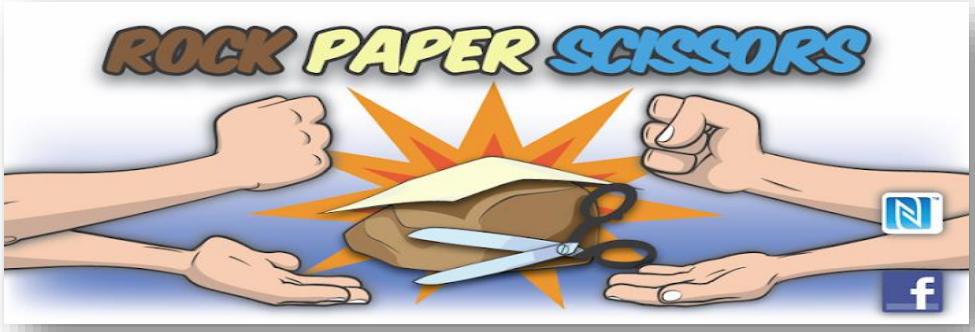


Fig.3.

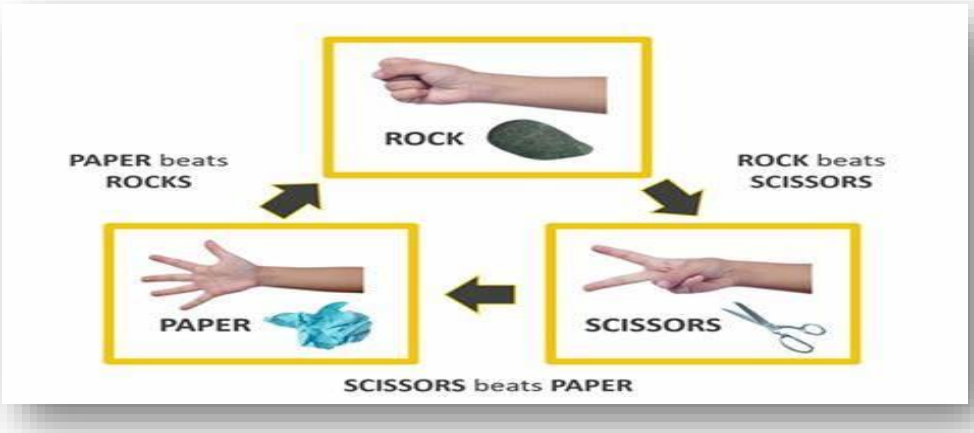


Fig.4.

Who win ~ Who loss

The objective is to select a one of this (Rock, Paper or Scissors) which defeats that of the opponent.

1) ***Rock blunts, breaks, or crushes****.*

Scissors: - Rock defeat Scissors.

2) Scissors cut paper.

*Scissors defeats Paper****.***

3) ***Paper covers, sands or captures****.*

Rock: - Paper defeats Rock.

Source Code

```
#include <stdio.h>
#include <math.h>
#include <stdlib.h>
#include <time.h>
int game (char you, char computer) {
if (you == computer)
return -1;
if (you == 's' && computer == 'p')
return 0;
else if (you == 'p' && computer == 's') return 1;
if (you == 's' && computer == 'x')
return 1;
else if (you == 'x' && computer == 's')
return 0;
if (you == 'p' && computer == 'x')
return 0;
else if (you == 'x' && computer == 'p')
return 1;
}
int main () {
int n;
char you, computer, result;
srand (time (NULL));
n = rand () % 100;
if (n < 33)
computer = 's';
else if (n > 33 && n < 66)
computer = 'p';
```

```
else
computer = 'x';
 printf ("\n\n\n\n\t\t\t\t Enter s for STONE, p for
PAPER and x for SCISSOR\n\t\t\t\t\t\t\t");
scanf ("%c", &you);
result = game (you, computer);
if (result == -1) {
printf ("\n\n\t\t\t\t Game Draw!\n");
}
else if (result == 1) {
printf ("\n\n\t\t\t\t Wow! You have won the
game! \n");
}
else {
printf ("\n\n\t\t\t\t Oh! You have lost the game! \n");
}
Printf ("\t\t\t\t You choose: %c and Computer choose
: %c\n", you, computer);
return 0;
        }
```

INPUT

```
#include <stdio.h>
 #include <math.h>
 #include <stdlib.h>
 #include <time.h>
 int game(char you, char computer)
 {
 if (you == computer)
 return -1;
 if (you == 's' && computer == 'p')
 return 0;

 else if (you == 'p' && computer == 's') return 1;
 if (you == 's' && computer == 'x')
 return 1;
 else if (you == 'x' && computer == 's')
 return 0;
 if (you == 'p' && computer == 'x')
 return 0;
 else if (you == 'x' && computer == 'p')
 return 1;
 }
 int main()
 {
 int n;
 char you, computer, result;
 srand(time(NULL));

 n = rand() % 100;
 if (n < 33)
 computer = 's';
 else if (n > 33 && n < 66)
 computer = 'p';
 else
 computer = 'x';
 printf("\n\n\n\n\t\t\t\tEnter s for STONE, p for
PAPER and x for SCISSOR\n\t\t\t\t\t\t\t\t");
 scanf("%c", &you);
```

```
 result = game(you, computer);
 if (result == -1) {
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 else {
 printf("\n\n\t\t\t\tOh! You have lost the game!\n");
 }
 printf("\t\t\t\tYOu choose : %c and Computer choose :
%c\n",you, computer);
 return 0;
 }
```
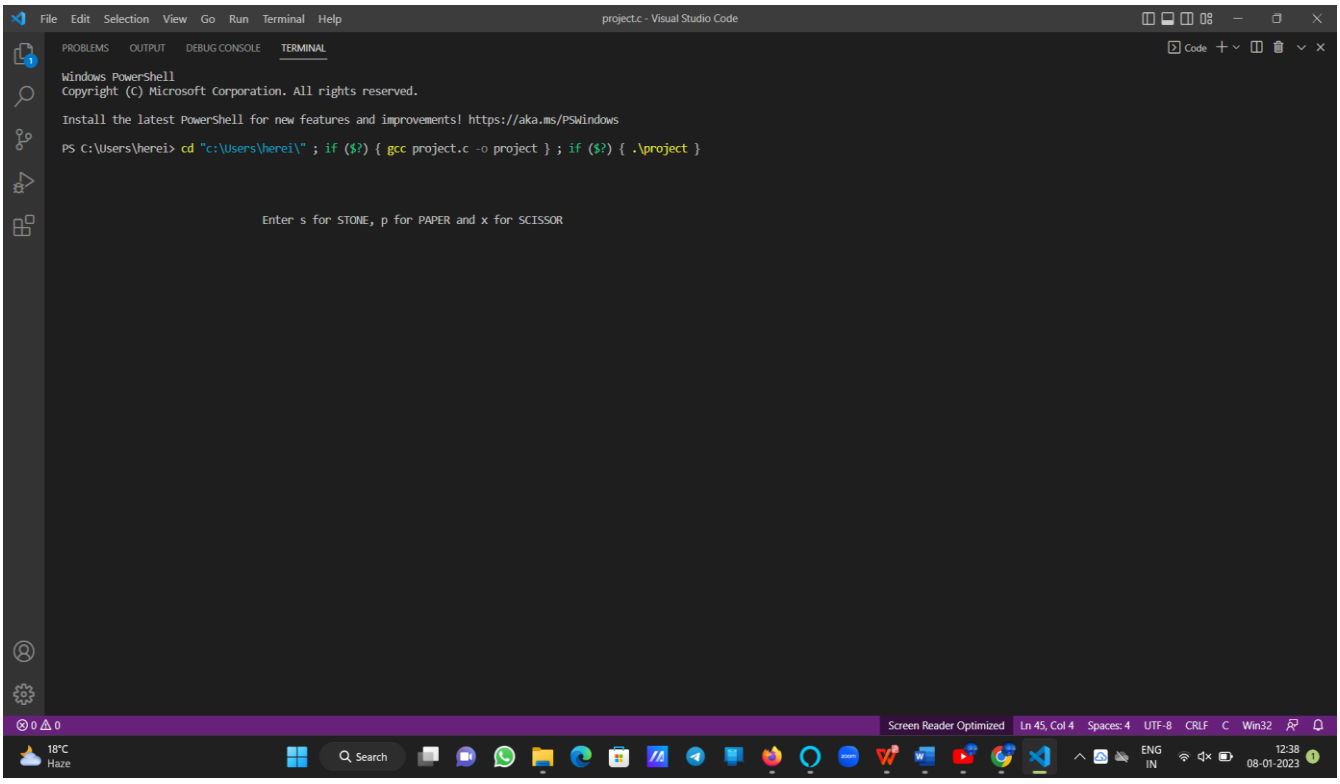
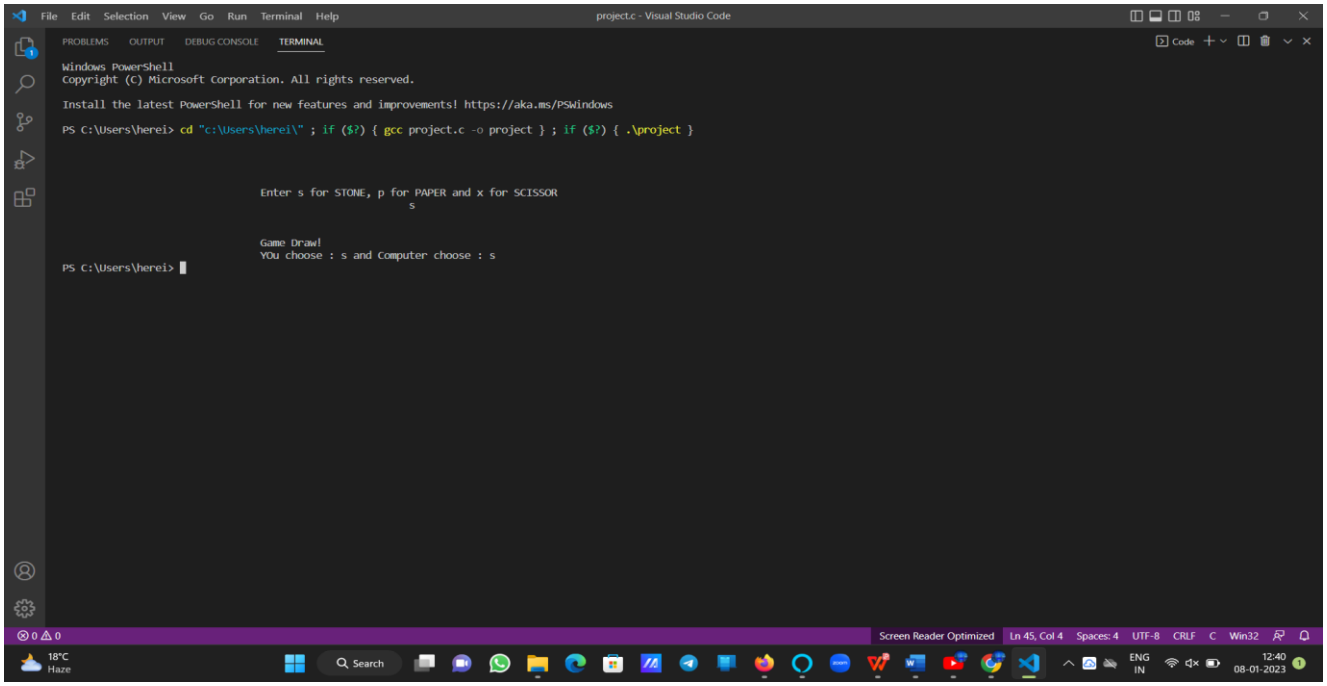

OUTPUT



*Enter **s** for **STONE**, **P** for **PAPER**, **x** for **SICSSOR***

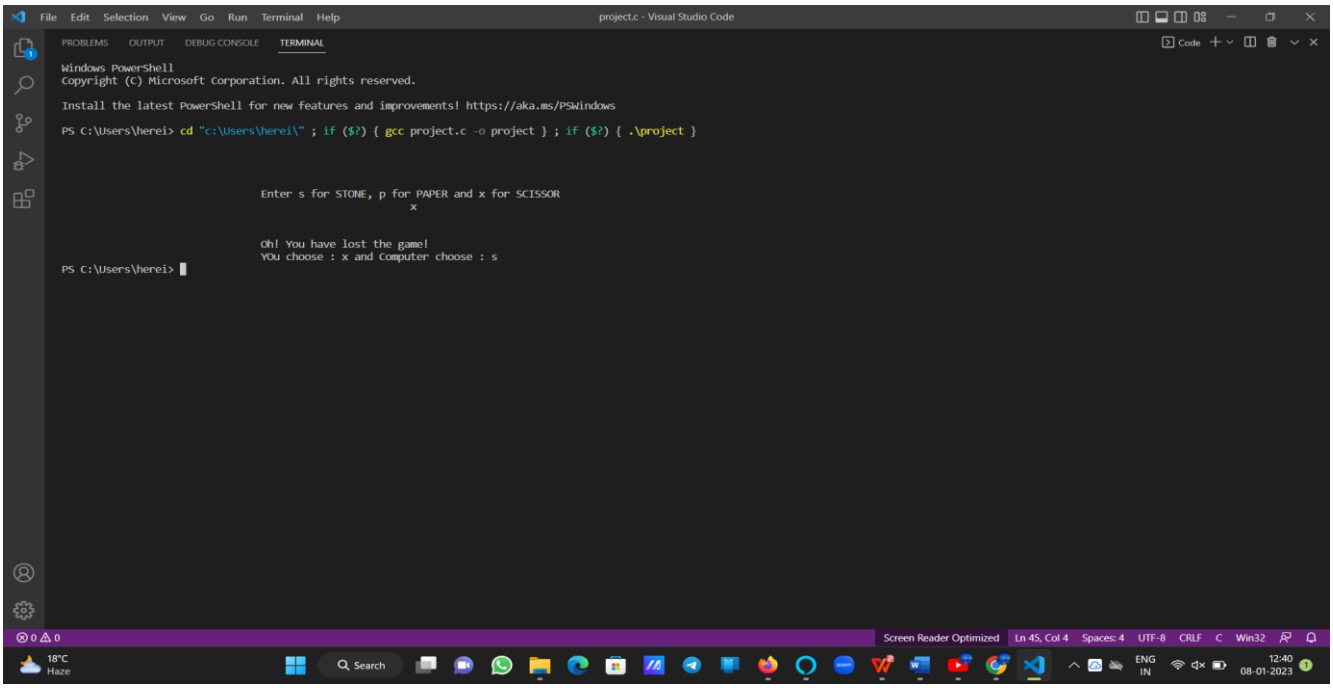


*Enter **s** for **STONE**, **P** for **PAPER**, **x** for **SICSSOR***

S

Game Draw!

You choose: S and computer choose: S

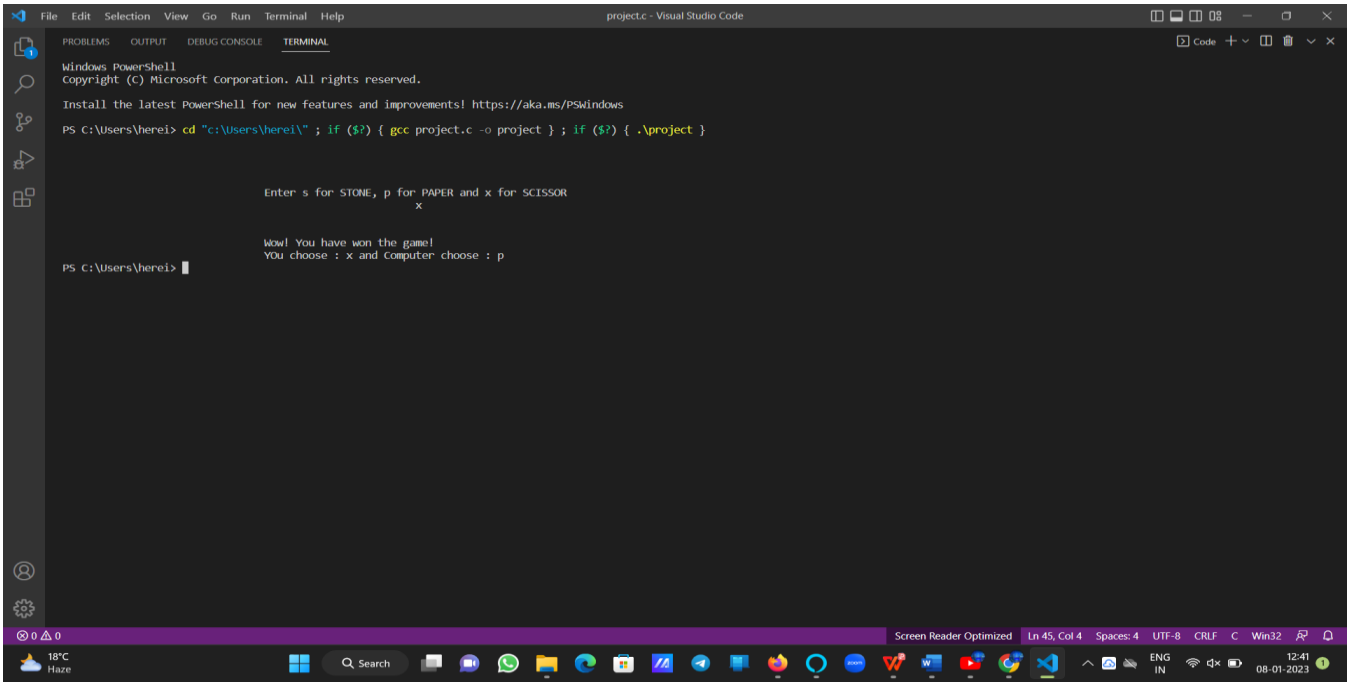


*Enter **s** for **STONE**, **P** for **PAPER**, **x** for **SICSSOR***

X

Oh! You have lost the game!

You choose: **x** and computer choose: **s**

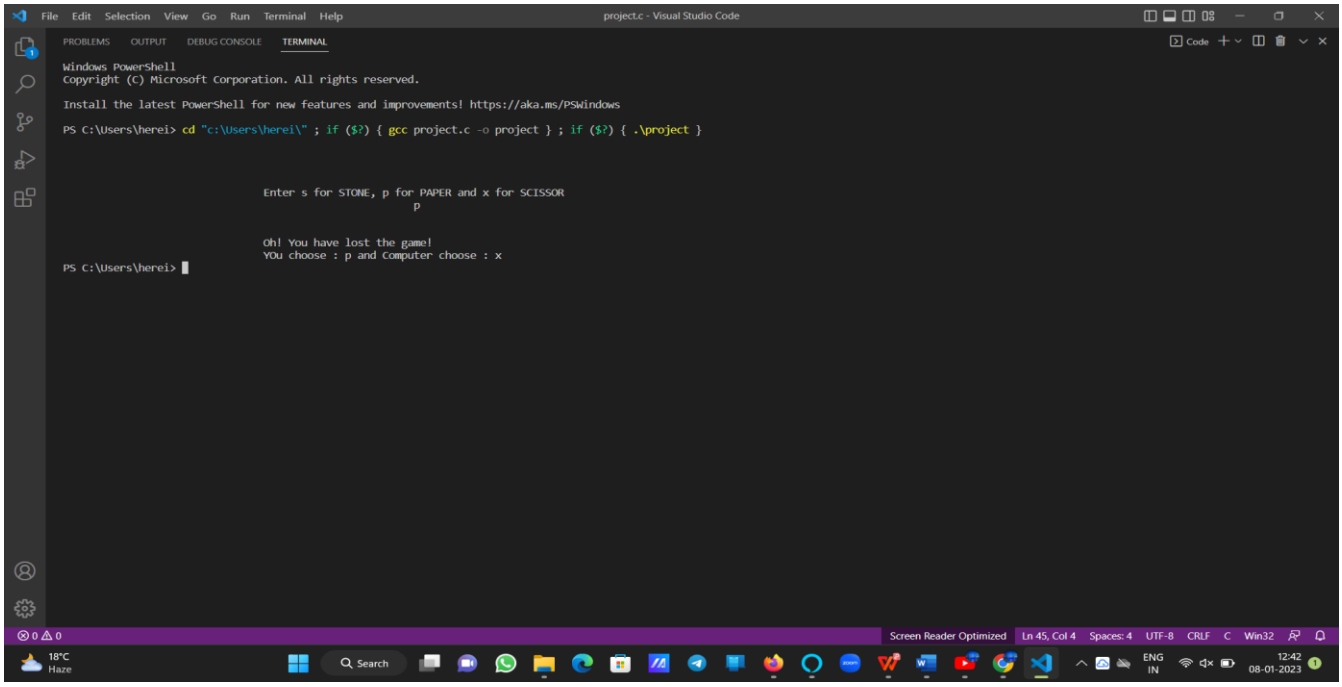


*Enter **s** for **STONE**, **P** for **PAPER**, **x** for **SICSSOR***

x

wow! You have won the game!

You choose: **x** and computer choose: **p**

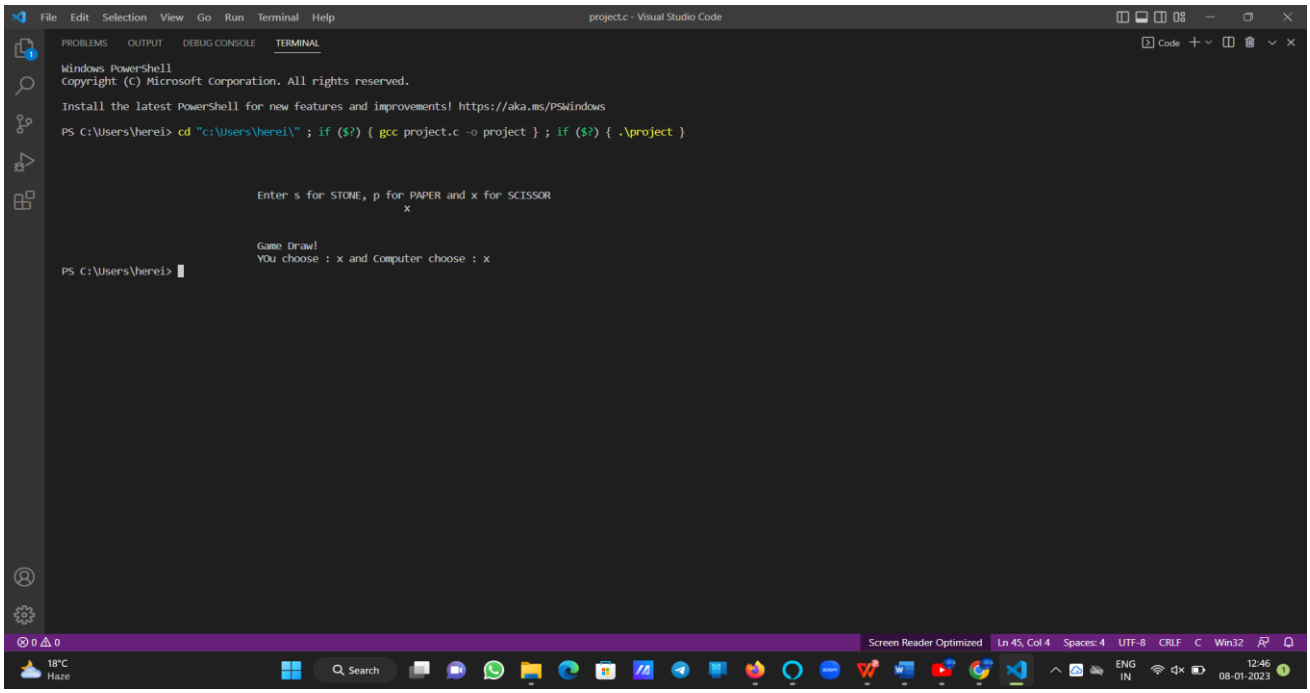


*Enter **s** for **STONE**, **P** for **PAPER**, **x** for **SICSSOR***

p

oh! You have lost the game!

You choose: **p** and computer choose: **x**



*Enter **s** for **STONE**, **P** for **PAPER**, **x** for **SICSSOR***

X

Game Draw!

You choose: X and computer choose: X

THIS PROJECT REPORT HAS BEEN COMPLETED.