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package labs.lab2.pro2;

import java.util.Scanner;

public class Lab2_Pro2_64010009 {

    public static void main(String[] args) {

        Scanner scanner = new Scanner(System.in);

        int player_action, computer_action;

        while (true) {

            System.out.print("scissor (0), rock (1), paper (2): ");
            player_action = scanner.nextInt();

            if (player_action ≥ 0 && player_action ≤ 2) break;
            System.out.println("ERROR: input out of range");
        }
        scanner.close();

        computer_action = (int) (Math.random() * 3);

        String player_str, computer_str, win_str;

        if (player_action == 0) player_str = "scissor";
        else if (player_action == 1) player_str = "rock";
        else player_str = "paper";

        if (computer_action == 0) computer_str = "scissor";
        else if (computer_action == 1) computer_str = "rock";
        else computer_str = "paper";

        if (player_str.equals(computer_str)) win_str = " too. It is a draw";
        else if (player_str.equals("scissor") && computer_str.equals("paper") ||
            player_str.equals("paper") && computer_str.equals("rock")) win_str = ". You win";
        else win_str = ". Computer win";

        System.out.println("The computer is " + computer_str + ". You are " + player_str + win_str);
    }
}
```