

# R Programming - Pao Ying Chub

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## Create fuction playing Pao Ying Chub by R

```
play_game <- function(){ # create function play_game()
  print("Welcome to the Squid Game!")
  hands      <- c("paper", "scissor", "rock", "quit")
  comp_score  <- 0
  player_score <- 0
  wrong       <- 0
  while (TRUE){
    comp_hand  <- sample(hands[1:3], 1)
    player_hand <- readline("player please choose paper, scissor, rock or quit: ")
    if (player_hand == "quit") {
      print("End of game")
      break
    }
    if (!(player_hand %in% hands)){
      wrong <- wrong + 1
      if(wrong == 1){
        print("wrong answer, don't make it Second")
        next
      } else if (wrong == 2) {
        print("wrong answer, Third should not exist")
        next
      } else if (wrong == 3) {
        print("wrong answer, Fourth is illegal")
        next
      }
    } else {
      print("congrat, please reading the instruction in next life")
      break
    }
  }
  if (comp_hand == player_hand) {
    result <- "draw"
  } else if ((comp_hand == "paper" & (player_hand == "scissor") |
             (comp_hand == "scissor" & (player_hand == "rock") |
              (comp_hand == "rock" & (player_hand == "paper")) ) {
    result <- "player win"
    player_score <- player_score + 1
  } else {
    result <- "computer win"
    comp_score <- comp_score + 1
  }
}
```

```

    }
    print(paste("computer choose",comp_hand,"vs.", "player choose",player_hand))
    print(paste("result :",result))
    print(paste("computer_score =",comp_score))
    print(paste("player_score  =",player_score))
}
if(wrong <= 3){
    if(comp_score<player_score) {
        print("good luck, you're survive today")
    } else {
        print("say good bye, you die")
    }
} else {
    print("Boom!")
}
}

```

This is the end of the project.