// import the scanner from java.util package  
import java.util.Scanner;  
  
public class ScissorRockPaper {  
  
  
 public static void main(String[] args) {  
  
 // create a scanner object  
 Scanner input = new Scanner(System.*in*);  
   
 //prompt the user to enter a select from 0-2  
 System.*out*.print("Please Enter (0) for Scissor or (1) for Rock or (2) for Paper:");  
  
 // declare an int variable and then assign it the userInput  
 int userChoice = input.nextInt();  
   
 // generate a random number from 0-3 and assign it to the int variable computerChoice  
 int computerChoice = (int) (Math.*random*() \* 3);  
  
  
 // check if the user entered scissor (0) and the computer choose Rock(1) then display the result   
 if (userChoice == 0 && computerChoice == 1) {  
 System.*out*.println("You are Scissor . The computer is Rock. You Lost!!! ): ");  
  
   
 // check if the user entered scissor (0) and the computer Paper(2) then display the result  
 } else if (userChoice == 0 && computerChoice == 2) {  
 System.*out*.println("You are Scissor. The computer is Paper. You won!!! (: ");  
   
   
 //check if both user and computer entered scissor (0) then display the result   
 } else if (userChoice == 0 && computerChoice == 0) {  
 System.*out*.println("You are both scissor . It's a draw ");  
  
  
  
 // check if the user entered Rock(1) and the computer scissor(0) then display the result  
 } else if (userChoice == 1 && computerChoice == 0) {  
 System.*out*.println("You are Rock . The computer is Scissor. You Won!!! (: ");  
  
   
 // check if both the user and the computer entered Rock(1) then display the result  
 } else if (userChoice == 1 && computerChoice == 1) {  
 System.*out*.println("You are both Rock . It's a draw ");  
  
   
 // check if the user entered Rock(1) and the computer Paper(2) then display the result  
 } else if (userChoice == 1 && computerChoice == 2) {  
 System.*out*.println("You are Rock . The computer is Paper. You Lost!!! ): ");  
  
  
 // check if the user entered Paper(2) and the computer scissor (0) then display the result  
 } else if (userChoice == 2 && computerChoice == 0) {  
 System.*out*.println("You are Paper . The computer is Scissor. You Lost!!! ): ");  
  
   
 // check if the user entered Paper(2) and the computer Rock(1) then display the result  
 } else if (userChoice == 2 && computerChoice == 1) {  
 System.*out*.println("You are Paper . The computer is Rock. You Won!!! (: ");  
  
   
 // check if both the user and computer entered Paper(2) then display the result  
 } else if (userChoice == 2 && computerChoice == 2) {  
 System.*out*.println("You are both Paper. It's a draw!!! ");  
  
 } // end of the if-else if loop  
   
 }  
  
}