```
start
      Declarations
                  global string playerChoice
                  global string opponentChoice
                  global num playerScore
                  global num opponentScore
                  final num VICTORY_SCORE
                  num randomNum
      main
                  final num VICTORY_SCORE = 3
                  while opponentScore != 3 & playerScore != 3
                              inputs()
                              opponentChoice()
                              victor()
                  endwhile
                  if opponentScore = VICTORY_SCORE
                              output: "The opponent beat you."
                  else
                              output: "You won."
                  endif
      inputs()
                  output: "Please enter 'rock', 'paper', or 'scissors': "
                  input playerChoice
      opponentChoice()
                  num randomNum = randomNum (0,3)
                  if randomNum = 0
                              opponentChoice = "rock"
                  else if randomNum = 1
                              opponentChoice = "paper"
                  else
                              opponentChoice = "scissors"
                  endif
      victor()
                  if playerChoice = "rock" & opponentChoice =  "rock"
                              output "Both players picked rock, resulting
in a draw."
                  if playerChoice = "rock" & opponentChoice = "paper"
                              output "The opponent picked paper, giving
them a point."
                              opponentScore++
                  if playerChoice = "rock" & opponentChoice = "scissors"
                              output "The opponent picked scissors, giving
you a point."
                              playerScore++
                  if playerChoice = "paper" & opponentChoice = "rock"
                              output "The opponent picked rock, giving you
a point."
                              playerScore++
                  if playerChoice = "paper" & opponentChoice = "paper"
                              output: "The opponent picked paper, resulting
in a draw."
                  if playerChoice = "paper" & opponentChoice = "scissors"
                              output: "The opponent picked scissors, giving
them a point."
```

```
                                opponentScore++
                if playerChoice = "scissors" & opponentChoice = "rock"
                                output: "The opponent picked rock, giving
them a point."
                                opponentScore++
                if playerChoice = "scissors" & opponentChoice = "paper"
                                output: "The opponent picked paper, giving
you a point."
                                playerScore++
                else
                                output: "The opponent picked scissors,
resulting in a draw."
                endif
```