import java.util.Scanner;

public class Main

{

public static void main(String[] args)

{

Scanner scan = new Scanner(System.in);

System.out.println("Welcom to Rock paper scissors.");

System.out.println("Choose your weapon:\t\tr for rock\t\tp for paper\t\t s for scissors");

// Now that we have the introduction in our console.

String weapon = scan.next(); // now the player will choose what they will play with.

int computer = (int) (Math.random() \* 3); // this now makes it possible for the computer to choose

// a random weapon between 3 numbers.

if (weapon.equals("r"))

{

if(computer == 0)// Now using numbers, we give computer its weapon.v

{

System.out.println("computer chose rock also, its a draw(:"); // from here we mark different possibilities and outcomes.

}

else if(computer == 1)

{

System.out.println("computer chose paper, you loose!");

}

else if (computer == 2)

{

System.out.println("computer chose scissors, you win!!!");

}

}

else if (weapon.equals("p")) // Now we look at possibilities of the player choosing paper.

{

if (computer == 0) {

System.out.println("computer chose rock, you win!!!");

} else if (computer == 1) {

System.out.println("computer also chose paper, its a draw(:");

} else if (computer == 2) {

System.out.println("computer chose scissors, you sadly lose ):");

}

}

else if (weapon.equals("s")) // Now possibilities for choosing scissors.

{

if (computer == 0)

{

System.out.println("computer chose rock, you lost!!");

}

else if (computer == 1)

{

System.out.println("computer chose paper, you win!!!!");

}

else if (computer == 2)

{

System.out.println("computer chose scissors, you know who else did?");

}

}

else // And finally, to avoid any errors, we use else to tell the player they need to choose a weapon.

{

System.out.println("You did not choose any weapon, sorry but you can't play(;");

}

}

}