**Lab1**

1. Write a program that plays the popular scissor-rock-paper game.

Exercise 3.17 (Description below)

1. Revise the program to let the user continuously play until either the user or the computer wins more than two times.

*Game: scissor, rock, paper*

Write a program that plays the popular scissor-rock-paper game.

Rules of the game:

* A scissor can cut a paper,
* a rock can knock a scissor, and
* a paper can wrap a rock.)

The program randomly generates a number **0**, **1**, or **2** representing scissor, rock, and paper.

The program prompts the user to enter a number **0**, **1**, or **2**

The programdisplays a message indicating whether the user or the computer wins, loses, or draws.

Here are sample runs:

scissor (0), rock (1), paper (2): 1 <Enter>

The computer is scissor. You are rock. You won

1. scissor (0), rock (1), paper (2): 2 <Enter>

The computer is paper. You are paper too. It is a draw