

## CODE OF ROCK,PAPER AND SCISSORS GAME USING HTML,CSS AND JAVA SCRIPT

```
<!DOCTYPE html>
```

```
<html lang="en">
```

```
<head>
```

```
  <meta charset="UTF-8">
```

```
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
```

```
  <title>Rock, Paper, Scissors Game</title>
```

```
<style>
```

```
  body {
```

```
    font-family: Arial, sans-serif;
```

```
    text-align: center;
```

```
    background-color: #854F6C;
```

```
  }
```

```
  #game-container {
```

```
    display: flex;
```

```
    flex-direction: row;
```

```
    justify-content: space-evenly;
```

```
  }
```

```
  #result {
```

```
    font-size: 30px;
```

```
    margin-top: 50px;
```

```
font-family: cursive;

color:#190019;

font-family: fantasy;

}

.common{

background-color:#DFB6B2;

font-family:'Lucida Sans', 'Lucida Sans Regular', 'Lucida Grande', 'Lucida Sans Unicode',
Geneva, Verdana, sans-serif;

width:100px;

height:50px;

}

h1{

background-image:
url('https://static.vecteezy.com/system/resources/thumbnails/000/691/497/small/rock-paper-scissors-
neon-icons.jpg' );

height:170px;

color:#FBE4D8;

}

.common:hover{

background-color:#86A8CF;

font-family:'Franklin Gothic Medium', 'Arial Narrow', Arial, sans-serif;

}

</style>
```

```
</head>

<body>

  <h1>Rock, Paper, Scissors Game</h1>

  <div id="game-container">

    <button class="common" id="rock">Rock</button>

    <button class="common" id="paper">Paper</button>

    <button class="common" id="scissors">Scissors</button>

  </div>

  <p id="result"></p>

  <script>

    const choices = ["rock", "paper", "scissors"];

    const buttons = document.querySelectorAll("button");

    const resultDisplay = document.getElementById("result");

    buttons.forEach((button) => {

      button.addEventListener("click", () => {

        const playerChoice = button.id;

        const computerChoice = choices[Math.floor(Math.random() * 3)];

        const result = determineWinner(playerChoice, computerChoice);

        resultDisplay.textContent = `You chose ${playerChoice}. Computer chose ${computerChoice}.
        ${result}`;

      });

    });

  </script>

</body>

</html>
```

```
});
```

```
function determineWinner(playerChoice, computerChoice) {  
  if (playerChoice === computerChoice) {  
    return "It's a tie!";  
  } else if (  
    (playerChoice === "rock" && computerChoice === "scissors") ||  
    (playerChoice === "paper" && computerChoice === "rock") ||  
    (playerChoice === "scissors" && computerChoice === "paper")  
  ) {  
    return "You win!";  
  } else {  
    return "Computer wins!";  
  }  
}
```

```
</script>
```

```
</body>
```

```
</html>
```