Index.html

```
<!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>
  <!-- Link to external CSS file -->
  <link rel="stylesheet" href="styles.css">
</head>
<body>
  <!--This is main heading-->
  <h1>Rock Paper Scissors Game</h1>

  <!--This is the intructions for the game-->
  <p>Please choose Rock, Paper, or Scissors to play against computer</p>

  <!--This is buttons for rock, paper, and scissors with onclick events-->
  <div class="buttons-container">
    <button id="rock" onclick="playGame('Rock')"></button>
    <button id="paper" onclick="playGame('Paper')"></button>
    <button id="scissors" onclick="playGame('Scissors')"></button>
  </div>

  <!--Displaying the result-->
  <div class="result" id="result"></div>
```

```
    <!--This is reset button to lear results-->
    <button class="reset-btn" onclick="resetGame()">Reset</button>

    <!--This is link to javascript file-->
    <script src="script.js"></script>
</body>
</html>
```

script.js

```
/**
 * Function to handle the game logic when a button is clicked.
 * @param {string} playerChoice - The choice made by the player (Rock, Paper, or Scissors).
 */
function playGame(playerChoice) {
  const computerChoice = getComputerChoice(); // Generate the computer's choice
  const result = determineWinner(playerChoice, computerChoice); // Determine the result
  // Display the result on the page
  document.getElementById('result').innerHTML = `
    <p>You chose: <strong>${playerChoice}</strong></p>
    <p>Computer chose: <strong>${computerChoice}</strong></p>
    <p>Result: <strong>${result}</strong></p>
  `;
}

/**
 * Function to generate the computer's choice randomly.
 * @returns {string} - The computer's choice (Rock, Paper, or Scissors).
 */
function getComputerChoice() {
  const random = Math.random(); // Generate a random number between 0 and 1
  if (random < 1 / 3) {
    return 'Rock'; // Rock for values less than 1/3
  } else if (random < 2 / 3) {
    return 'Paper'; // Paper for values between 1/3 and 2/3
```

```
    } else {
        return 'Scissors'; // Scissors for values greater than 2/3
    }
}

/**
 * Function to determine the winner of the game.
 * @param {string} player - The player's choice.
 * @param {string} computer - The computer's choice.
 * @returns {string} - The result of the game (Win, Lose, or Tie).
 */
function determineWinner(player, computer) {
    if (player === computer) {
        return 'It\'s a Tie!'; // Tie if both choices are the same
    } else if (
        (player === 'Rock' && computer === 'Scissors') ||
        (player === 'Paper' && computer === 'Rock') ||
        (player === 'Scissors' && computer === 'Paper')
    ) {
        return 'You Win!'; // Player wins in these scenarios
    } else {
        return 'You Lose!'; // Player loses otherwise
    }
}

/**
```

```
 * Function to reset the game by clearing the result.
 */
function resetGame() {
    document.getElementById('result').innerHTML = ''; // Clear the result section
}
```

styles.css

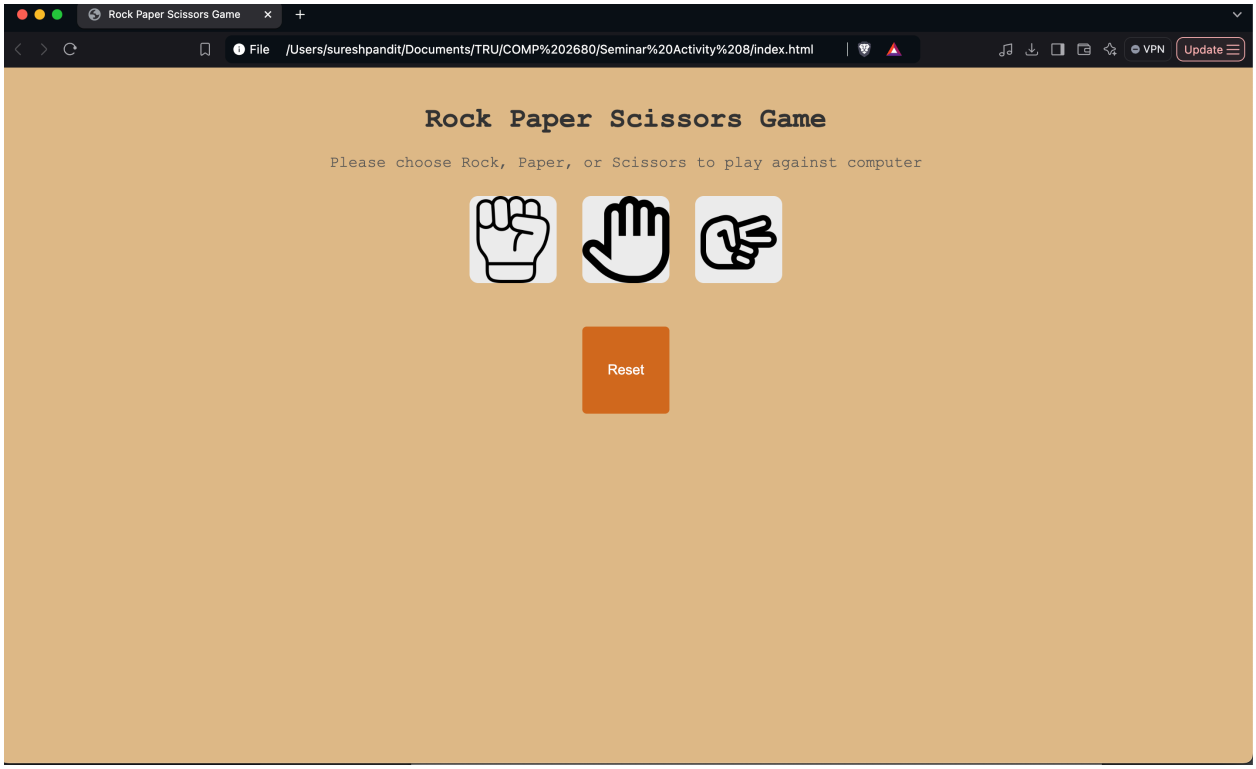
```
/* This is style for all body */
body {
    font-family: 'Courier New', Courier, monospace;
    text-align: center;
    background-color:burlywood;
    margin: 0;
    padding: 20px;
}

/* This is Heading style */
h1 {
    color: #333;
}

/* This is paragraph style */
p {
```

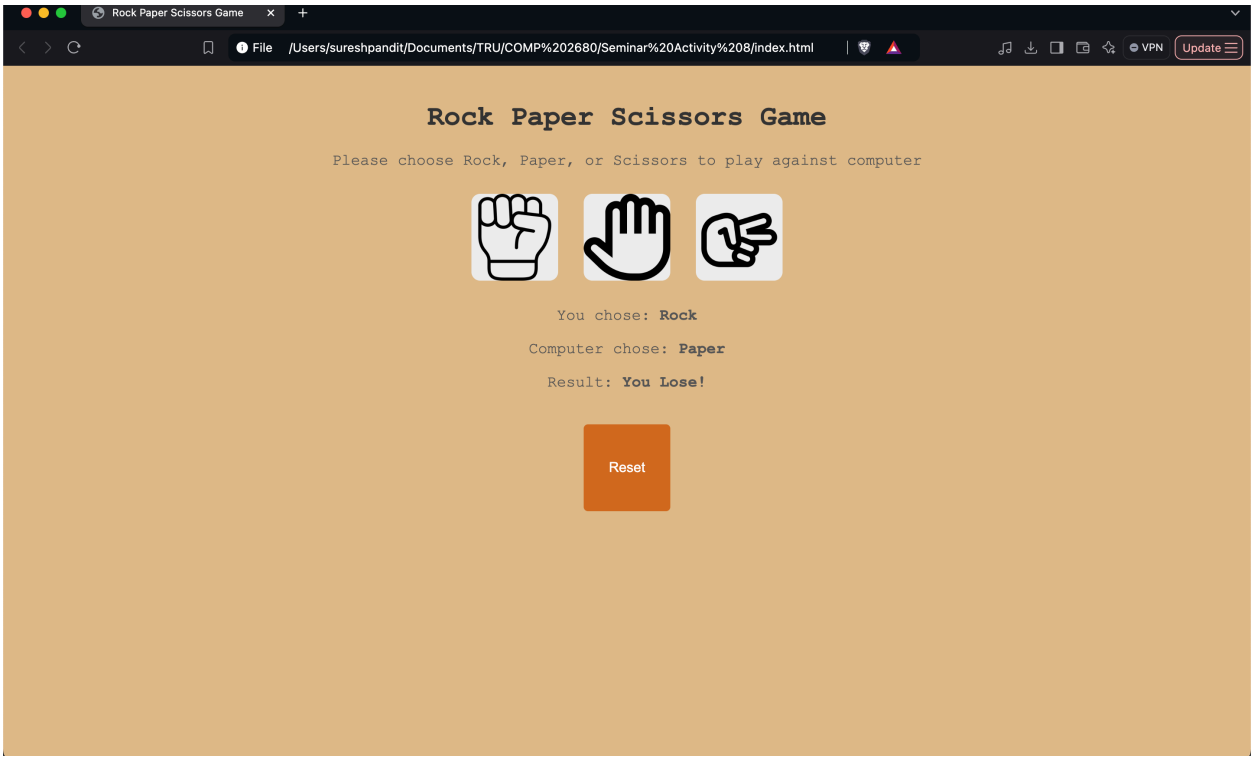
```
    font-size: 18px;
    color: #555;
}

/* This is container for buttons */
.button-container {
    margin-top: 20px;
}

/* This is styles for all buttons */
button {
    width: 100px;
    height: 100px;
    border: none;
    background-size: cover;
    background-repeat: no-repeat;
    background-position: center;
    margin: 10px;
    cursor: pointer;
    border-radius: 10px;
    outline: none;
    transition: transform 0.2s ease;
}

/*Trying hover effects for the buttons */
button:hover {
```

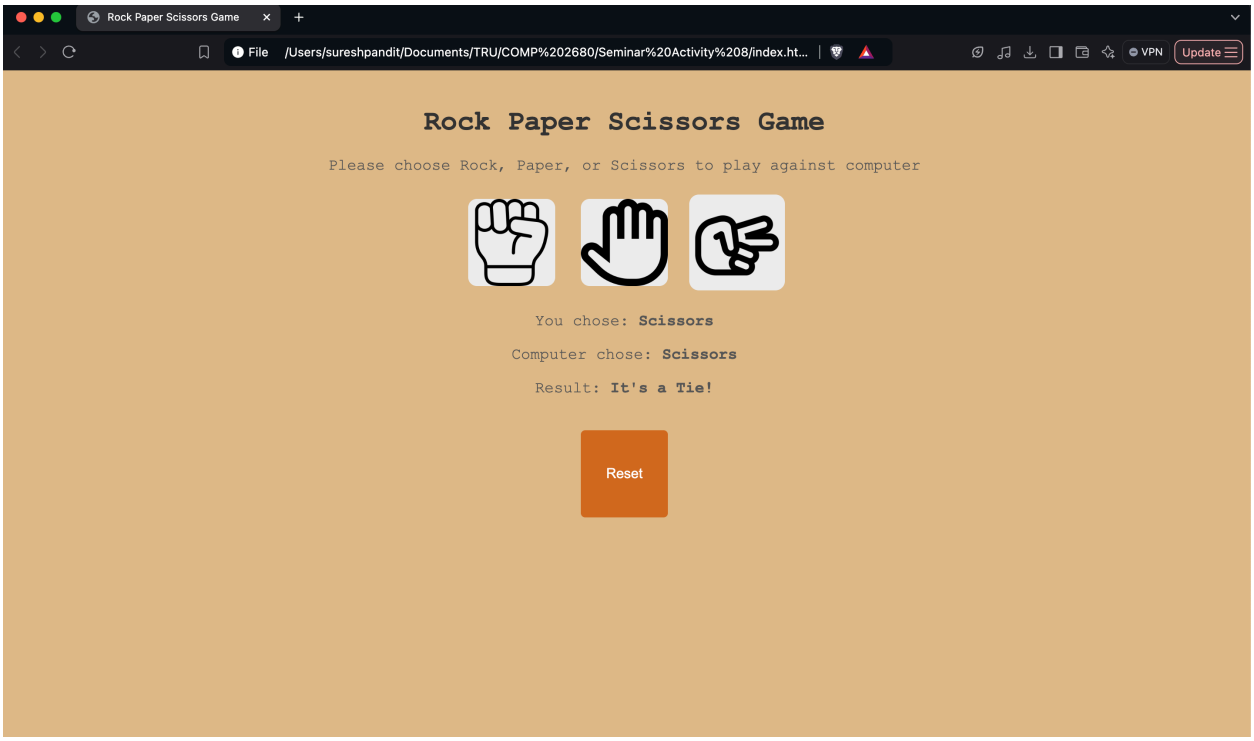
```
    transform: scale(1.1);
}

/* This is styles for each button's bg-image */
#rock {
    background-image: url('rock.png');
}

#paper {
    background-image: url('paper.png');
}

#scissors {
    background-image: url('scissors.png');
}

/*Giving styles for the result section */
.result {
    margin-top: 20px;
    font-size: 20px;
    color: #333;
}

/* This is style for the reset button */
.reset-btn {
    margin-top: 20px;
```

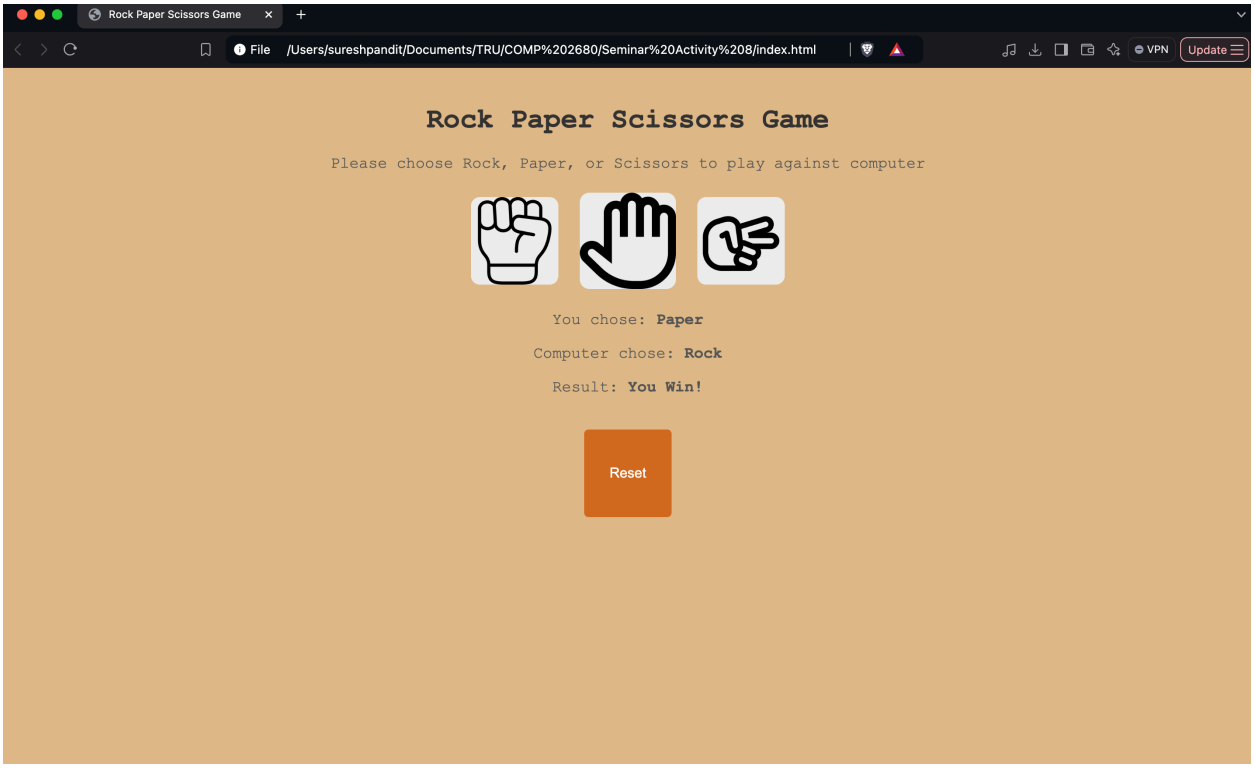
```
    padding: 10px 20px;
    font-size: 16px;
    background-color: chocolate;
    color: white;
    border: none;
    border-radius: 5px;
    cursor: pointer;
}

/* Giving Hover effect for rest button */
.reset-btn:hover {
    background-color: brown;
}
```

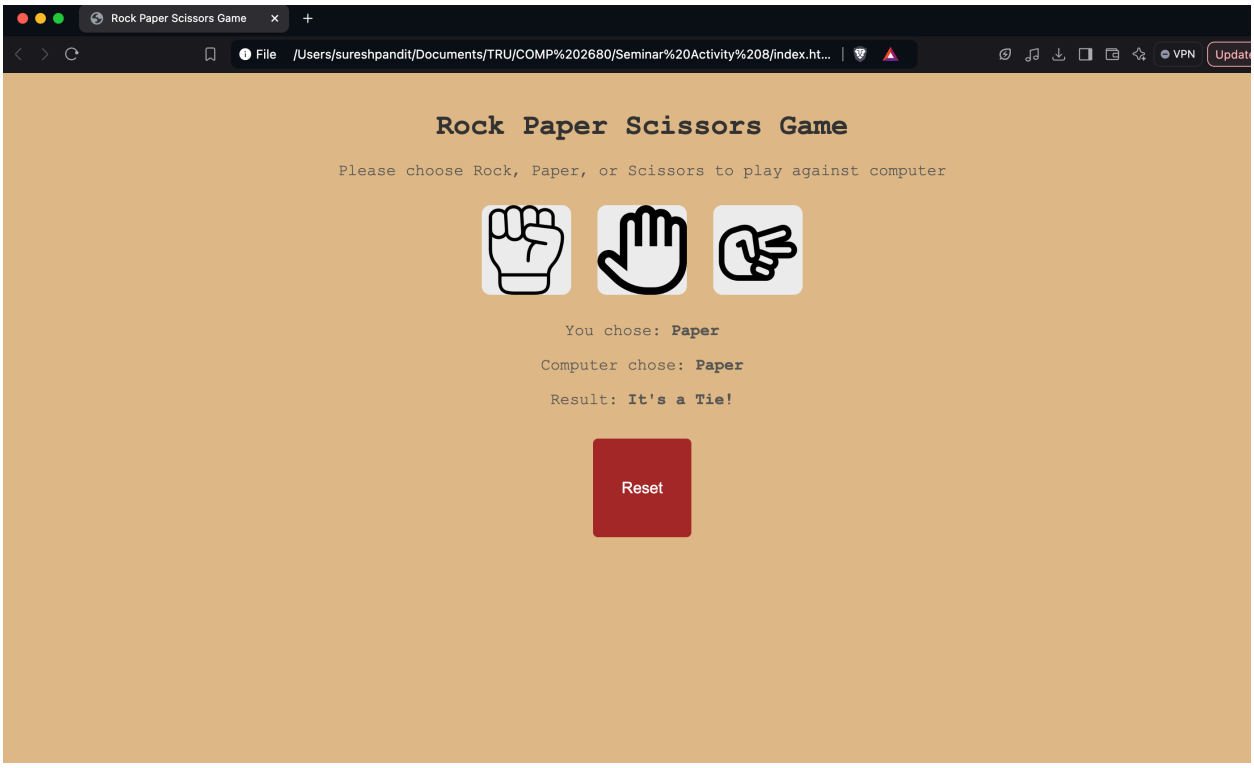
Results:


Rock Paper Scissors Game
File /Users/sureshpandit/Documents/TRU/COMP%202680/Seminar%20Activity%208/index.html
VPN
Update
Rock Paper Scissors Game
Please choose Rock, Paper, or Scissors to play against computer
Reset


Rock Paper Scissors Game
File /Users/sureshpandit/Documents/TRU/COMP%202680/Seminar%20Activity%208/index.html
VPN
Update
Rock Paper Scissors Game
Please choose Rock, Paper, or Scissors to play against computer
You chose: Rock
Computer chose: Paper
Result: You Lose!
Reset


Rock Paper Scissors Game
File /Users/sureshpandit/Documents/TRU/COMP%202680/Seminar%20Activity%208/index.ht...
VPN
Update
Rock Paper Scissors Game
Please choose Rock, Paper, or Scissors to play against computer
You chose: Scissors
Computer chose: Scissors
Result: It's a Tie!
Reset


Rock Paper Scissors Game
File /Users/sureshpandit/Documents/TRU/COMP%202680/Seminar%20Activity%208/index.html
VPN
Update
Rock Paper Scissors Game
Please choose Rock, Paper, or Scissors to play against computer
You chose: Paper
Computer chose: Rock
Result: You Win!
Reset


Rock Paper Scissors Game
File
/Users/sureshpandit/Documents/TRU/COMP%202680/Seminar%20Activity%208/index.ht...
VPN
Rock Paper Scissors Game
Please choose Rock, Paper, or Scissors to play against computer
You chose: Paper
Computer chose: Paper
Result: It's a Tie!
Reset