

```

1 import java.util.Random;
2 import java.util.Scanner;
3
4 public class RockPaperScissors {
5     final static int ROCK = 1;
6     final static int PAPER = 2;
7     final static int SCISSORS = 3;
8
9     static Scanner scanner = new Scanner(System.in);
10    static Random random = new Random();
11
12    public static void main(String[] args) {
13
14        int winsToReach = input("Wie viele Siege sind zum Gewinnen notwendig?");
15
16        int playerWins = 0;
17        int computerWins = 0;
18
19        while (playerWins < winsToReach && computerWins < winsToReach) {
20            System.out.println("");
21            System.out.println("Neue Runde. Es steht " + playerWins + " : " + computerWins);
22
23            int playerChoice = input("Wähle: (1) Stein, (2) Papier, (3) Schere");
24
25            if (playerChoice < 1 || playerChoice > 3) {
26                System.out.println("Ungültige Eingabe. Wähle 1, 2 oder 3.");
27            } else {
28                int computerChoice = random.nextInt(3) + 1;
29
30                String playerChoiceStr = choiceToString(playerChoice);
31                String computerChoiceStr = choiceToString(computerChoice);
32                System.out.print(playerChoiceStr + " - " + computerChoiceStr + ": ");
33
34                if (playerChoice == computerChoice) {
35                    System.out.println("Unentschieden!");
36                } else if (
37                    (playerChoice == ROCK && computerChoice == SCISSORS) ||
38                    (playerChoice == PAPER && computerChoice == ROCK) ||
39                    (playerChoice == SCISSORS && computerChoice == PAPER)
40                ) {
41                    System.out.println("Du gewinnst!");
42                    playerWins++;
43                } else {
44                    System.out.println("Computer gewinnt!");
45                    computerWins++;
46                }
47            }
48        }
49
50        System.out.println("\nEndresultat:");
51
52        if (playerWins > computerWins) {
53            System.out.println("Du gewinnst " + playerWins + " : " + computerWins);
54        } else if (computerWins > playerWins) {
55            System.out.println("Computer gewinnt " + computerWins + " : " + playerWins);
56            System.out.println("Nächstes Mal hast du mehr Glück!");
57        }
58    }
59
60    private static int input(String message) {
61        System.out.println(message);
62        return scanner.nextInt();
63    }
64
65
66
67

```

```
68     private static String choiceToString(int choice) {
69         if ( choice == ROCK ) return "Stein";
70         else if ( choice == PAPER ) return "Papier";
71         else if ( choice == SCISSORS ) return "Schere";
72         else return "Ungültige Auswahl";
73     }
74 }
```