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\*File Name: Assign06quesno1

\*Purpose: To stimulate coin tossing

\*Programmer: Sagun Pandey

\*Last Updated Date: 05/08/2016

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import java.util.Scanner;

public class Assign06ques1

{

public static boolean flip()

{

String[] choices = {"1","2"};

int length = choices.length;

int random1 = (int) (Math.random()\*length);

boolean result = false;

String num = choices[random1];

if(num == "1")

{

result = true;

}

return result;

}

public static void main(String[] args)

{

int input = 0;

while (input != -1)

{

System.out.println("Enter the number of times you want to toss or enter -1 to quit:");

Scanner scanner = new Scanner(System.in);

input=scanner.nextInt();

System.out.println();

int count\_heads = 0;

int count\_tails = 0;

for (int i=0; i< input; i++)

{

if(flip())

count\_heads++;

else

count\_tails++;

}

if(input > 0)

System.out.println(count\_heads + " Heads " + count\_tails + " Tails ");

System.out.println();

}

return;

}

}

QUESTION NO. 2\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

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\*File Name: Assign06quesno2

\*Purpose: To let the user play the game of Rock, Paper, and Scissors against the computer.

\*Programmer: Sagun Pandey

\*Last Updated Date: 05/08/2016

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import java.util.\*;

public class Assign06quesno2

{

public static void main(String[] args)

{

int computer=comChoice();

String player=playerChoice();

String choose=" ";

if(computer==1)

{

choose="Rock";

}

if(computer==2)

{

choose="Paper";

}

if(computer==3)

{

choose="Scissor";

}

System.out.println("Computer choosed : "+choose);

System.out.println("But YOU(Player) choosed: "+player);

Winner(choose,player);

}

public static int comChoice()

{

Random rand=new Random();

int num=rand.nextInt(3)+1;

int choice=num;

return choice;

}

public static String playerChoice()

{

Scanner keyboard=new Scanner(System.in);

System.out.println("\nEnter Rock,Paper or Scissor:");

String choice=keyboard.nextLine();

while(!(choice.equalsIgnoreCase("rock")) && !(choice.equalsIgnoreCase("paper")) && !(choice.equalsIgnoreCase("Scissor")))

{

System.out.print("INVALID USER INPUT!! ");

choice = keyboard.nextLine();

}

return choice;

}

public static void Winner(String choose,String player)

{

if (choose.equalsIgnoreCase("rock") && player.equalsIgnoreCase("paper"))

System.out.println("\nPaper wraps rock.\nSo, YOU WIN THE GAME!!!!");

else if(choose.equalsIgnoreCase("rock") && player.equalsIgnoreCase("scissor"))

System.out.println("\nRock smashes scissor.\nSo, the computer WINS!");

else if (choose.equalsIgnoreCase("Paper") && player.equalsIgnoreCase("Rock"))

System.out.println("\nPaper wraps rock.\nSo, the computer WINS!");

else if(choose.equalsIgnoreCase("Paper") && player.equalsIgnoreCase("scissor"))

System.out.println("\nScissor cuts Paper.\nSo, YOU WIN THE GAME!!!");

else if (choose.equalsIgnoreCase("Scissor") && player.equalsIgnoreCase("Rock"))

System.out.println("\nRock smashes scissors.\nSo, YOU WIN THE GAME!!!");

else if(choose.equalsIgnoreCase("Scissor") && player.equalsIgnoreCase("paper"))

System.out.println("\nScissor cuts paper.\nSo,the computer WINS!!!");

else if(choose.equalsIgnoreCase(player))

System.out.println("\nThe game is Tied!!!! Please Play again!!");

}

}