Rock Paper Scissors

Rock: wins against scissors, loses to paper, and ties against itself.

Paper: wins against rock, loses to scissors, and ties against itself.

Scissors: wins against paper, loses to rock, and ties against itself.

MATH: has functions we can call on (random picks)

Introduction: How to play

Person clicks: R

If computer picks S then Person Wins

If computer

IF win

IF/ELSE tie

Else LOSE

function myFunction() {

var person = prompt("Please enter your name", "Harry Potter");

if (person != null) {

document.getElementById("demo").innerHTML =

"Hello " + person + "! How are you today?";

}

}

if (*condition1*) {  
  //*block of code to be executed if condition1 is true*} else if (*condition2*) {  
  //*block of code to be executed if the condition1 is false and condition2 is true*  
} else {  
  //*block of code to be executed if the condition1 is false and condition2 is false*}