

```
// Rifat Khan
```

```
Rock Paper Scissors game 2
```

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
int exit==0
```

```
//infinitely play until user exits
```

```
while(exit){
```

```
printf("Rock,Paper,Scissors");
```

```
printf("choose either 1)Rock 2)Paper 3)Scissors");
```

```
printf("Enter Weapon");
```

```
int weapon==0;
```

```
scanf("%d",&weapon);
```

```
if(weapon<=0: weapon>3)
```

```
{
```

```
printf("false input ");
```

```
return 1;
```

```
}
```

```
int num=rand(3)
```

```
num ++
```

```
printf("computer picked %d", num);
```

```
if(weapon==num)
```

```
{
```

```
printf("It's a tie")
```

```
}
```

```
else if(weapon==1 & num==3) (weapon==2 num==1)
(weapon==3 & num==2)
{
printf("Player beats the computer as paper cover rock");
score++;
}
else
{
printf("Computer beats player as rock shatters scissors");
}
printf("Enter 0 to play again or press 1 to exit");
scanf("%d", %exit);
printf("");
}
printf("Players score" ,score);
return 0;
}
```