**Code:**

import java.util.Random;

import java.util.Scanner;

class Main {

public static void main(String[] args) {

Scanner scanner = new Scanner(System.in);

Random random = new Random();

int upperbound = 3;

int int\_random = random.nextInt(upperbound);

System.out.println("\*\*\* Welcome to the automated Rock-Paper-Scissors bot! \*\*\*");

System.out.println("Please enter the amount you would like to bet ($) on this round: ");

int userBet = scanner.nextInt();

System.out.println("You placed a bet of $" + userBet + "!");

System.out.println("Please enter (1) for Rock, (2) for Paper or (3) for Scissors!");

int userRPS = scanner.nextInt();

System.out.println("3...!");

System.out.println("2...!");

System.out.println("1...!");

if (userRPS == 1 && int\_random == 0) {

System.out.println("Computer chose Rock! Tie!");

System.out.println("Your $" + userBet + " has been returned to you. Thank you for playing!");

} else if (userRPS == 1 && int\_random == 1) {

System.out.println("Computer chose Paper! You lose!");

System.out.println("Better luck next time!");

} else if (userRPS == 1 && int\_random == 2) {

System.out.println("Computer chose Scissors! You win!");

System.out.println("Your winnings of $" + (userBet \* 2) + " will be deposited into your account shortly. Thank you for playing!");

} else if (userRPS == 2 && int\_random == 0) {

System.out.println("Computer chose Rock! You win!");

System.out.println("Your winnings of $" + (userBet \* 2) + " will be deposited into your account shortly. Thank you for playing!");

} else if (userRPS == 2 && int\_random == 1) {

System.out.println("Computer chose Paper! Tie!");

System.out.println("Your $" + userBet + " has been returned to you. Thank you for playing!");

} else if (userRPS == 2 && int\_random == 2) {

System.out.println("Computer chose Scissors! You lose!");

System.out.println("Better luck next time!");

} else if (userRPS == 3 && int\_random == 0) {

System.out.println("Computer chose Rock! You lose!");

System.out.println("Better luck next time!");

} else if (userRPS == 3 && int\_random == 1) {

System.out.println("Computer chose Paper! You win!");

System.out.println("Your winnings of $" + (userBet \* 2) + " will be deposited into your account shortly. Thank you for playing!");

} else if (userRPS == 3 && int\_random == 2) {

System.out.println("Computer chose Scissors! Tie!");

System.out.println("Your $" + userBet + " has been returned to you. Thank you for playing!");

} else {

System.out.println("You have entered an invalid input.");

System.out.println("Your $" + userBet + " has been returned to you. Restart the program to play again.");

}

}

}

**Explanation:**

– Line #1 imports the ‘Random’ function.

– Line #2 imports the ‘Scanner’ function.

– Line #6 creates a new scanner called ‘scanner’.

– Line #7 creates a new random generator called ‘random’.

– Line #8 creates an int called ‘upperbound’ with a value of 3.

– Line #9 creates an int called ‘int\_random’. It is randomised using the ‘random’ random number generator and the upper limit is set to 3 using the ‘upperbound’ variable. This will generate a random number between 0 and 2.

– Line #11 prompts the user to input the amount they would like to bet on this round. Line #12 takes the input using the scanner function and stores it as an int called ‘userBet’.

– Line #14 prompts the user to select rock, paper, or scissors. Line #12 takes the input using the scanner function and stores it as an int called ‘userRPS’.

– Lines #20 to #49 are if-else statement. Using the ‘and’ (&&) operator the statement checks to see the value of ‘userRPS’ and ‘int\_random’ and then prints the results accordingly, with the corresponding winnings on a successful round. If the user input is invalid, the bet is returned, and the program terminates.