I am going to write a program that has the user play rock, paper, scissors in java. There will be a text file that goes with this program. The program will store the user’s statistics in the text file. The RPS program will calculate the number of games the user played against the AI, which will use the random import in order to pick the value of its return. 1 being rock, 2 being paper, 3 being scissors. This program should not be too complex to create, but as I slowly start integrating more difficult concepts, such as having it store the user statistics in the text file, perhaps ordering them from best to worst, alphabetical, etc. it becomes more complex. I am currently working on getting ahead to learn arrays, but I’m still not sure exactly what they are, so I am not sure how to integrate that into the code yet. I am sure that there will be a way to creatively add this concept into the program. Hopefully it works out, but if not, I can change it to something that I can integrate everything into!