#include <stdio.h>

#include<stdlib.h>

#include<time.h>

int SnakeWaterGun(int player, int computer){

if(player==computer){

return 0;

}

if(player=='s'&& computer=='g'){

return -1;

}

else if(player=='g'&& computer=='s'){

return 1;

}

if(player=='s'&& computer=='w'){

return 1;

}

else if(player=='w'&& computer=='s'){

return -1;

}

if(player=='g'&& computer=='w'){

return -1;

}

else if(player=='w'&& computer=='g'){

return 1;

}

}

int main() {

// Write C code here

char player, computer;

srand(time(0));

int number = rand()%100+1;

if(number<33){

computer=='s';

}

else if(number>=33 && number<66){

computer=='w';

}

else{

computer='g';

}

char str[100];

printf("enter your name :");

gets(str);

printf("\nEnter s for snake, w for water, g for gun : ");

scanf("%c",&player);

int result = SnakeWaterGun(player,computer);

printf("you choose %c and computer choose %c \n",player,computer);

if(result==0){

printf("Match draw!\n");

}

else if(result==1){

printf("You win!\n");

}

else{

printf("You lose!\n");

}

printf("Thanks for playing this game %s\n",str);

return 0;

}