oval - start
rectangle - instruction for comp to complete
parallelogram - input/output
diamond : a condition

Rock = 1
Paper = 2
Scissors = 3

do

Rock paper scissors

	wins	Ties
1	Rock > scissors 3	Rock & Rock
2	paper > Rock 1	Paper & paper
3	scissors > paper 2	scissors.

1. How many rounds would you like to play?
   Enter a # between 1 & 10. ~~try/catch loop~~
   If not this, error message & quit.
   rounds = user input. (Each round can call the same method?)
2. Sout "what will you play?"
   "Enter 1 for Rock, 2 for Paper, 3 for scissors."
   Randomly select 1 of the 3 for computer. game result = tie/ comp wins/ user wins.

validation method.

- if (user == 1 && computer = 1) tie, tieCount ++
  else if (user == 2 && computer = 2) tie & tieCount ++
  else if (user == 3 && computer == 3) tie, tieCount ++
  * else if (user == 1 && computer = 2) computer wins, ++
  ✓ else if (user == 1 && computer == 3) user wins ++.
  ✓ else if (user == 2 && computer = 1) user wins ++.
  * else if (user = 2 && Computer == 3) computer wins ++
  * else if (user == 3 && computer == 1) computer wins ++
  ✓ else if user == 3 && computer == 2) user wins ++
  return game result;

Final winner. → if (ties > comp && ties > user) "TIE!)
if (comp > ties && comp > user) "comp wins"
if (user > ties && user > comp) "user wins!"

"would you like to play again? (y/n)"
if yes → continue
if no → break.

while (true)