



# **ROCK,PAPER,SCISSOR GAME**

**SHIRISH KADIAN**

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# Project Report: Rock–Paper–Scissors Game in C LANGUAGE

## 1. Introduction

This project implements the classic game Rock–Paper–Scissors using the C programming language. The objective of the project is to demonstrate fundamental programming concepts such as conditional statements, loops, functions, user input handling, and the use of a random number generator. The game allows a user to play against the computer, which selects its choice randomly.

## 2. Objectives

- To develop a simple, interactive console-based game using C.
- To apply key programming concepts such as variables, conditional statements, loops, functions, and randomness.
- To gain practical experience in structuring small C programs.

## 3 Methodology

1. Display instructions to the user.
2. Accept user choice: 0 = Rock, 1 = Paper, 2 = Scissors.
3. Generate the computer's choice using `rand() % 3`.
4. Compare choices using conditional logic.
5. Display the result.
6. Ask the user if they wish to play again.
7. Repeat or exit accordingly.

## 4. Program Structure

The program consists of:

- Header files (`stdio.h`, `stdlib.h`, `time.h`)
- Conditional logic for winner determination
- Random number generation

## 5.FLOWCHART



