# Rock Paper and scisscors

import java.util.Scanner;

import java.util.Random;

public class RockPaperScissors {

public static void main(String[] args) {

Scanner scanner = new Scanner(System.in);

Random random = new Random();

String[] choices = {"rock", "paper", "scissors"};

boolean playAgain = true;

System.out.println("Welcome to Rock-Paper-Scissors!");

while (playAgain) {

System.out.print("\nEnter your move (rock/paper/scissors): ");

String playerMove = scanner.nextLine().toLowerCase();

if (!playerMove.equals("rock") && !playerMove.equals("paper") && !playerMove.equals("scissors")) {

System.out.println("Invalid input. Please try again.");

continue;

}

int randomIndex = random.nextInt(3);

String computerMove = choices[randomIndex];

System.out.println("Computer chose: " + computerMove);

if (playerMove.equals(computerMove)) {

System.out.println("It's a tie!");

} else if ((playerMove.equals("rock") && computerMove.equals("scissors")) ||

(playerMove.equals("scissors") && computerMove.equals("paper")) ||

(playerMove.equals("paper") && computerMove.equals("rock"))) {

System.out.println("You win!");

} else {

System.out.println("Computer wins!");

}

System.out.print("\nPlay again? (yes/no): ");

String response = scanner.nextLine().toLowerCase();

playAgain = response.equals("yes");

}

System.out.println("Thanks for playing!");

scanner.close();

}

}