```c
#include <stdio.h>
#include <stdlib.h>
#include <time.h>

// Function to generate a random choice for the computer (0 = rock,
      1 = paper, 2 = scissors)
int computerChoice() {
    return rand() % 3; // Random number between 0 and 2
}

// Function to determine the winner
void determineWinner(int player, int computer) {
    if (player == computer) {
        printf("It's a tie!\n");
    } else if ((player == 0 && computer == 2) ||
               (player == 1 && computer == 0) ||
               (player == 2 && computer == 1)) {
        printf("You win!\n");
    } else {
        printf("You lose!\n");
    }
}

int main() {
    int playerChoice, compChoice;

```

```
Welcome to Rock, Paper, Scissors Game!
Enter 0 for Rock, 1 for Paper, or 2 for Scissors:
Your choice: 0
You chose Rock.
The computer chose Paper.
You lose!


=== Code Execution Successful ===
```

```c
22
23  int main() {
24      int playerChoice, compChoice;
25
26      // Initialize random number generator
27      srand(time(0));
28
29      // Game introduction
30      printf("Welcome to Rock, Paper, Scissors Game!\n");
31      printf("Enter 0 for Rock, 1 for Paper, or 2 for Scissors:\n");
32
33      // Get player's choice
34      printf("Your choice: ");
35      scanf("%d", &playerChoice);
36
37      // Ensure the player enters a valid choice (0, 1, or 2)
38      if (playerChoice < 0 || playerChoice > 2) {
39          printf("Invalid choice. Please restart the game and choose 0
                , 1, or 2.\n");
40          return 1;
41      }
42
43      // Get computer's random choice
44      compChoice = computerChoice();
45
46      // Print player's choice
47      if (playerChoice == 0) {
```

```
Welcome to Rock, Paper, Scissors Game!
Enter 0 for Rock, 1 for Paper, or 2 for Scissors:
Your choice: 0
You chose Rock.
The computer chose Paper.
You lose!


=== Code Execution Successful ===
```

```c
40          return 1;
41      }
42
43      // Get computer's random choice
44      compChoice = computerChoice();
45
46      // Print player's choice
47      if (playerChoice == 0) {
48          printf("You chose Rock.\n");
49      } else if (playerChoice == 1) {
50          printf("You chose Paper.\n");
51      } else {
52          printf("You chose Scissors.\n");
53      }
54
55      // Print computer's choice
56      if (compChoice == 0) {
57          printf("The computer chose Rock.\n");
58      } else if (compChoice == 1) {
59          printf("The computer chose Paper.\n");
60      } else {
61          printf("The computer chose Scissors.\n");
62      }
63
64      // Determine the winner
65      determineWinner(playerChoice, compChoice);
```

```
Welcome to Rock, Paper, Scissors Game!
Enter 0 for Rock, 1 for Paper, or 2 for Scissors:
Your choice: 0
You chose Rock.
The computer chose Paper.
You lose!


=== Code Execution Successful ===
```