

~\Desktop\CPROGRAMMES\rps.c

```
1  #include<stdio.h>
2  #include<stdlib.h>
3  #include<time.h>
4  int main(){
5      int num_1,num_2,a=0,b=0;
6      printf("The following are the instructions for the game:\n");
7      printf("(1)The number between 0-33 then the choice will be \"STONE\"\n");
8      printf("(2)The number between 34-66 then the choice will be \"PAPER\"\n");
9      printf("(3)The number between 67-100 then the choice will be \"SCISSORS\"\n");
10     printf("The game is of 5 points\n");
11     for(int i=1;i<=5;i++){
12         printf("Enter the number:");
13         scanf("%d",&num_1);
14         srand(time(0));
15         num_2=rand()%100;
16         printf("The computer input is %d\n",num_2);
17         if(num_1 >=0 && num_1 <= 33){
18             if(num_2 >=0 && num_2 <= 33){
19                 printf("This round is Draw\n");
20             }
21             else if(num_2 >= 34 && num_2 <= 66){
22                 printf("Computer win this round\n",b++);
23             }
24             else{
25                 printf("You win this round\n",a++);
26             }
27         }
28     }
29     else if(num_1 >= 34 && num_1 <= 66){
30         if(num_2 >= 0 && num_2 <= 33){
31             printf("You win this round\n",a++);
32         }
33         else if(num_2 >= 34 && num_2 <= 66){
34             printf("This round is Draw\n");
35         }
36         else{
37             printf("Computer win this round\n",b++);
38         }
39     }
40 }
41 else{
42     if(num_2 >=0 && num_2 <= 33){
43         printf("Computer win this round\n",b++);
44     }
45     else if(num_2 >= 34 && num_2 <= 66){
46         printf("You win this round\n",a++);
47     }
48     else{
49         printf("This round is Draw\n");
50     }
51 }
```

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52     }
53
54
55 }
56 printf("So the result is:");
57 if(a>b){
58     printf("winner is You!!\nwith %d points",a);
59 }
60 else if(a==b){
61     printf("DRAW");
62 }
63 else{
64     printf("winner is Computer!!\nwith %d points",b);
65 }
66
67
68
69 }
```