The objective of this program is to simulate the classic game of Rock-Paper-Scissors. The program will randomly generate a choice for the computer and prompt the user to make their selection. The results will be displayed clearly, indicating both the computer's and user's choices, along with the outcome of the game.

A screen shot of a computer program

Description automatically generated

This Java program implements a simple Rock-Paper-Scissors game. Here's a breakdown of how it works:

1. **Imports**: The program imports the Random and Scanner classes. Random is used to generate the computer's choice, while Scanner is used to capture user input.
2. **Main Method**: The main method is the entry point of the program. It initializes the Scanner and Random objects.
3. **Computer's Choice**: The computer's choice is generated randomly using random.nextInt(3) + 1, which produces a number between 1 and 3.
4. **User Input**: The program prompts the user to enter their choice (1 for Rock, 2 for Paper, 3 for Scissors) and reads the input.
5. **Display Choices**: The program displays both the computer's and user's choices by calling the choiceToString method, which converts the numeric choice into a readable string.
6. **Determine Winner**: The determineWinner method compares the user's choice with the computer's choice to determine the outcome of the game. It checks for ties, user wins, and computer wins based on the rules of the game.
7. **Output Result**: Finally, the result of the game is displayed to the user.

A screen shot of a computer program

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