class WrongNumberOfPlayersError < StandardError ; end

class NoSuchStrategyError < StandardError ; end

def rps\_game\_winner(game)

  raise WrongNumberOfPlayersError unless game.length == 2

  game[0][1] = game[0][1].downcase

  game[1][1] = game[1][1].downcase

  raise NoSuchStrategyError if game[0][1] != 'r' and game[0][1] != 'p' and game[0][1] != 's'

  raise NoSuchStrategyError if game[1][1] != 'r' and game[1][1] != 'p' and game[1][1] != 's'

  ganador = 0

  if game[0][1] == 'r'

   if game[1][1] == 'r'

   elsif game [1][1] == 'p'

   ganador = 1

   else

   end

  elsif game[0][1] == 'p'

   if game[1][1] == 'r'

   elsif game [1][1] == 'p'

   else

   ganador = 1

   end

  else

   if game[1][1] == 'r'

   ganador = 1

   elsif game [1][1] == 'p'

   else

   end

  end

  return game[ganador]

end