```java
import java.util.Random;
import java.util.Scanner;

public class Rock_Paper_Caeser {
    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        while (true) {

            String[] x = {"rock", "paper", "caesar"};
            String computerMove = x[new Random().nextInt(x.length)];
            String personMove;
            while (true) {
                System.out.println("Enter any move(rock,paper Or caesar) ->");
                personMove = sc.next();
                if (personMove.equals("rock") || personMove.equals("paper") ||
personMove.equals("caesar")) {
                    break;
                }
                System.out.println(personMove + " isn't valid move ! please
enter a valid move ->");

            }
            System.out.println("computer Played -> "+computerMove);
            if (personMove.equals(computerMove)) {
                System.out.println("Game tie!");
            }

            if (personMove.equals("rock")) {
                if (computerMove.equals("caesar")) {
                    System.out.println("you Win");
                }
            }  if (personMove.equals("rock")) {
                if (computerMove.equals("paper")) {
                    System.out.println("you loss");
                }
            }  if (personMove.equals("paper")) {
                if (computerMove.equals("caesar")) {
                    System.out.println("you loss");
                }
            }  if (personMove.equals("paper")) {
                if (computerMove.equals("rock")) {
                    System.out.println("you win");
                }
            }  if (personMove.equals("caesar")) {
                if (computerMove.equals("rock")) {
                    System.out.println("you loss");
                }
            }  if (personMove.equals("caesar")) {
                if (computerMove.equals("paper")) {
                    System.out.println("you Win");
                }
            }
        }
```

```java
            System.out.println("Do you want to continue (y/n) ?");
            String playagain = sc.next();
            if(!playagain.equals("y")){
                break;
            }
        }
    }
}
```