#include <stdio.h>

#include <stdlib.h>

#include <time.h>

void displayChoice(int choice) {

switch (choice) {

case 0: printf("Rock"); break;

case 1: printf("Paper"); break;

case 2: printf("Scissors"); break;

}

}

int determineWinner(int userChoice, int computerChoice) {

// 0: Rock, 1: Paper, 2: Scissors

if (userChoice == computerChoice) return -1; // Tie

if ((userChoice == 0 && computerChoice == 2) ||

(userChoice == 1 && computerChoice == 0) ||

(userChoice == 2 && computerChoice == 1)) {

return 1; // User wins

} else {

return 0; // Computer wins

}

}

int main() {

int userChoice, computerChoice;

srand(time(0)); // Seed the random number generator

printf("Welcome to Rock, Paper, Scissors!\n");

printf("Choose:\n0 for Rock\n1 for Paper\n2 for Scissors\n");

printf("Enter your choice: ");

scanf("%d", &userChoice);

if (userChoice < 0 || userChoice > 2) {

printf("Invalid choice! Please enter 0, 1, or 2.\n");

return 1;

}

// Generate computer choice based on random number

int randomNum = rand() % 101;

if (randomNum <= 33) computerChoice = 0; // Rock

else if (randomNum <= 66) computerChoice = 1; // Paper

else computerChoice = 2; // Scissors

printf("You chose: ");

displayChoice(userChoice);

printf("\nComputer chose: ");

displayChoice(computerChoice);

printf("\n");

int result = determineWinner(userChoice, computerChoice);

if (result == -1) {

printf("It's a tie!\n");

} else if (result == 1) {

printf("You win!\n");

} else {

printf("Computer wins!\n");

}

return 0;

}