Module main()

//Declare the necessary variables

String user

String computer

Int randomInt

//Define user input and store user input as variable “user”

Display “ Please choose one of the three options: R = Rock, P = Paper and S = Scissors.’

Display "Enter your play:”

Input user

//Generate a random number out of 0,1, or 2

randomInt = (int)(Math.random() \* 3)

//Use random number generated above to assign the computer a move using “if” statements

If (randomInt == 0)

computer = "R"

Else if (randomInt == 1)

computer = "P"

Else if (randomInt == 2)

computer = "S"

//Print computer's move

Display “Computer play is:” + computer

Determine the winner based on inputs from both sources, and make a case for each scenario

//If statement for if there is R-R, P-P, S-S

If user = computer

Display “You both chose the same move, it's a tie!”

//If statement for if the is R-S or R-P

Else if user = “R” {

If computer = “S”

Display “Rock beats scissors. You win!”

Else if computer = “P”

Display “Paper beats rock. Computer wins!”

}

//If statement for if the is P-S or P-R

Else if user = “P” {

If computer = “S”

Display “Scissor beats paper. Computer wins!”

Else if computer “R”

Display “Paper beats rock. You win!!”

}

//If statement for if the is S-P or S-R

Else if user = “S” {

If computer = “P”

Display “Scissor beats paper. You win!”

Else if computer = “R”

Display “Rock beats scissors. Computer wins!”

}

//If statement for if the program fails/user input is not accepted

Else

Display “Invalid user input.”

End Module