

## Assignment 4 (Rock, Paper, Scissor)

```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#include <string.h>
#include <ctype.h>

int main() {
    srand(time(0));
    char *aiChoice;
    char plrChoice[15];
    int random = rand() % 101;

    if (random < 33)
        aiChoice = "Rock";
    else if (random < 66)
        aiChoice = "Paper";
    else
        aiChoice = "Scissor";
```

```
printf("Computer chose: %s\n", aiChoice);
```

```
printf("Let's Play Rock, Paper, Scissor:\n");
```

```
printf("Type Rock, Paper, or Scissor: ");
```

```
scanf("%s", plrChoice);
```

```
strlwr(plrChoice);
```

```
if (strcmp(plrChoice, "rock") == 0) {
```

```
    if (strcmp(aiChoice, "Paper") == 0) {
```

```
        printf("\nYou Lost! AI chose Paper!!!\n");
```

```
    }
```

```
    else if (strcmp(aiChoice, "Scissor") == 0) {
```

```
        printf("\nYou Won!! AI chose Scissor!!!\n");
```

```
    }
```

```
    else {
```

```
        printf("\nIt's a Tie! You both chose Rock!!!\n");
```

```
    }
```

```
}
```

```
else if (strcmp(plrChoice, "paper") == 0) {
```

```
    if (strcmp(aiChoice, "Scissor") == 0) {
```

```
        printf("\nYou Lost! AI chose Scissor!!!\n");
```

```
}  
else if (strcmp(aiChoice, "Rock") == 0) {  
    printf("\nYou Won!! AI chose Rock!!!\n");  
}  
else {  
    printf("\nIt's a Tie! You both chose Paper!!!\n");  
}  
}  
  
else if (strcmp(plrChoice, "scissor") == 0) {  
    if (strcmp(aiChoice, "Rock") == 0){  
        printf("\nYou Lost! AI chose Rock!!!\n");  
    }  
    else if (strcmp(aiChoice, "Paper") == 0){  
        printf("\nYou Won!! AI chose Paper!!!\n");  
    }  
    else {  
        printf("\nIt's a Tie! You both chose Scissor!!!\n");  
    }  
}  
  
else {
```

```
        printf("\nInvalid input. Please type Rock, Paper, or  
Scissor.\n");
```

```
    }
```

```
    return 0;
```

```
}
```