

Q34) WAP to create Stone, paper and Scissor?

```

→ import java.util.Scanner;
class Q34StonePaperScissor
{
    public static void main (String args[])
    {
        System.out.print("STONE PAPER SCISSOR GAME");
        System.out.print(" 1.Stone 2.Paper 3.Scissor");
        System.out.print(" Enter Option");
        Scanner sc = new Scanner(System.in);
        int input = sc.nextInt();
        if
        {
            int randomOp = 0;
            String userOpt = null;
            String botOpt = null;
            for (int i = 1; i <= 3; i++)
            {
                int num = (int) (Math.random() * 10);
                if (num >= 1 && num <= 3)
                {
                    randomOp = num;
                    continue;
                }
                i--;
            }
            if (randomOp == 1)
                botOpt = "Stone";
            if (randomOp == 2)
                botOpt = "Paper";
            if (randomOp == 3)
                botOpt = "Scissor";
        }
    }
}

```

Date :

```
if (input == 1)
{
    userOpt = "Stone";
}
else if (input == 2)
{
    userOpt = "Paper";
}
else if (input == 3)
{
    userOpt = "Scissor";
}
else
{
    System.out.println("Invalid Input");
    return;
}

if ((input == 1 && randomOp == 2) || (input == 2 && randomOp == 3) ||
    (input == 3 && randomOp == 1))
    System.out.println("User: " + userOpt + " Bot: " + botOpt +
        " Bot wins");
else if ((input == 1 && randomOp == 3) || (input == 2 && randomOp == 1) ||
    (input == 3 && randomOp == 2))
    System.out.println("User: " + userOpt + " Bot: " + botOpt +
        " User wins");
else
    System.out.println("User: " + userOpt + " Bot: " + botOpt +
        " Draw");
}
```