<!DOCTYPE html>

<html lang="en">

  <head>

    <meta charset="UTF-8" />

    <meta name="viewport" content="width=device-width, initial-scale=1.0" />

    <title>Document</title>

  </head>

  <body>

    <button onclick="playGame('Rock')">Rock</button>

    <button onclick="playGame('Paper')">Paper</button>

    <button onclick="playGame('Scissors')">Scissors</button>

    <script>

      function playGame(playerMove) {

        const computerMove = getcomputerMove();

        let result;

        if (playerMove === "Rock") {

          if (computerMove === "Rock") {

            result = "Tie";

          } else if (computerMove === "Paper") {

            result = "Lose";

          } else if (computerMove === "Scissors") {

            result = "Win";

          }

        }

        if (playerMove === "Paper") {

          if (computerMove === "Rock") {

            result = "Win";

          } else if (computerMove === "Paper") {

            result = "Tie";

          } else if (computerMove === "Scissors") {

            result = "Lose";

          }

        }

        if (playerMove === "Scissors") {

          if (computerMove === "Rock") {

            result = "Lose";

          } else if (computerMove === "Paper") {

            result = "Win";

          } else if (computerMove === "Scissors") {

            result = "Tie";

          }

        }

        console.log("Player Move : " ,playerMove);

        console.log("Computer Move : " ,computerMove);

        console.log("Result : " ,result);

        console.log(`Player Move : ${playerMove} Computer Move :  ${computerMove}  Result : ${result}`)

      }

      function getcomputerMove() {

        const randomNumber = Math.random();

        if (randomNumber > 0 && randomNumber <= 1 / 3) {

          return "Rock";

        } else if (randomNumber > 1 / 3 && randomNumber <= 2 / 3) {

          return "Paper";

        } else {

          return "Scissors";

        }

      }

    </script>

  </body>

</html>