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CSC5  
HW#4

//HomeWork 4:

//Question 2:

//ask Player 1 to choose rock, paper, or scissors  
//userOneInput: the choice that player 1 inputted

//ask Player 2 to choose rock, paper, or scissors  
//userTwoInput: the choice that player 2 inputted

//(if userOneInput is equal to Rock and userTwoInput is equal to Scissors)  
// then display that "Rock beats Scissors"  
//(if userOneInput is equal to Scissors and userTwoInput is equal to Rock)  
// then display that "Rock beats Scissors"  
//(if userOneInput is equal to Rock and userTwoInput is equal to Paper)  
// then display that "Paper beats Rock"  
//(if userOneInput is equal to Paper and userTwoInput is equal to Rock)  
// then display that "Paper beats Rock"  
//(if userOneInput is equal to Scissors and userTwoInput is equal to Paper)  
// then display that "Scissors beats Paper"  
//(if userOneInput is equal to Paper and userTwoInput is equal to Scissors)  
// then display that "Scissors beats Paper"  
//(if userOneInput is equal to Scissors and userTwoInput is equal to Scissors)  
// then display that "Nobody Wins"  
//(if userOneInput is equal to Paper and userTwoInput is equal to Paper)  
// then display that "Nobody Wins"  
//(if userOneInput is equal to Rock and userTwoInput is equal to Rock)  
// then display that "Nobody Wins"  
// else  
// then display "Not Valid Input"

//Question 8:

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// ifstream to allow writing in a file fin
// Open fin of file name (data.txt)

// liters: where the amount of liters can be stored
// miles: where the amount of miles can be stored

// insert <- the number of liters (liters)
// insert <- the number number of miles (miles)

// close out fin file

// calcAgain: to store if user says yes or no to running program again
// Do run program while user says yes

// gallons: holds the conversion for how many gallon there is in one liter
// litersToGal: converts liters to gallon by liters * gallons
// mpg: calculates miles per gallon by litersToGal / miles

// Display : the car's Miles per Gallon
// Display : if they would want to do the calculation again
// insert <- yes or no

// If yes, it will do it again, if not, will end program
```