Assignment 4

Q2. . WAP to make a game of ROCK, PAPER, and SCISSORS

```c
#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)

    aihoice="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);
```

```c
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

{
```

```c
        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;

}
```