

```

#This is the AP Computer Science Principles Project.
#Zachary Bos
#Due March 1st
import random

playerPoints = 0
aIPoints = 0

print "Paper = 1 Scissors = 2 Rock = 3"
while playerPoints != 2 and aIPoints != 2:
    #Abstraction
    #Ask if you want to choose rock paper scissors
    |   numb = int(input("What do you want to choose???"))
#remix from Abby line 15 to 23
    z = random.randint(1, 3)
    #Sets up the aI's system

    if z == 1:
    |   print "aI choose Paper!!!"
    elif z == 2:
    |   print "aI choose Scissors!!!"
    elif z == 3:
    |   print "aI choose Rock!!!"

    #Algorithms
    #numb has to be compared to 1 and z has to be compared to 3
    if numb == 1 and z == 3:
    |   playerPoints = aIPoints + 1
    |   print "You have won!!!"
    |   print "You have " + str(playerPoints) + "point(s)"
    #numb has to be compared to 1 and z has to be compared to 2
    elif numb == 1 and z == 2:
    |   aIPoints = aIPoints + 1
    |   print "You lost"
    |   print "The aI has " + str(aIPoints) + "point(s)"
    #numb has to be compared to 2 and z has to be compared to 1
    elif numb == 2 and z == 1:
    |   playerPoints = playerPoints + 1
    |   print "You won!!!"
    |   print "You have " + str(playerPoints) + "point(s)"
    #numb has to be compared to 2 and z has to be compared to 3
    elif numb == 2 and z == 3:
    |   aIPoints = aIPoints + 1
    |   print "You lost"

```

```

    print "The aI has " + str(aIPoints) + " point(s)"
#numb has to be compared to 3 and z has to be compared to 1
elif numb == 3 and z == 1:
    aIPoints = aIPoints + 1
    print "You Lost!!!!"
    print "The aI has " + str(aIPoints) + " point(s)"
    #numb has to be compared to 3 and z has to be compared to 2
elif numb == 3 and z == 2:
    playerPoints = playerPoints + 1
    print "You won"
    print "You have " + str(playerPoints) + " point(s)"
#This code means player points has to be equal to aIpoints
else:
    aIPoints = aIPoints
    playerPoints = playerPoints
    print "We Tied.. Try Again!!!"
    print "You have " + str(playerPoints) + "point(s)"
    print "The aI has " + str(aIPoints) + " point(s)"
#If the aI won 2 times then it won
if aIPoints == 2:
    print "You lost.. Try Again!!!"
#If you won 2 times then you win
elif playerPoints == 2:
    print "You won!!! Play again.."

#remixed from programiz starts 71 to 81
#This means you float the input to figure out if it is a positive or negative
print "Find out if you number is positive or negative"
num = float(input("Enter a number: "))
if num >= 0:
    if num == 0:
        print("Zero")
    else:
        print("Positive number")
else:
    print("Negative number")

```

```
z = random.randint(1, 3)

if z == 1:
    print "aI choose Rock!!!"
elif z == 2:
    print "aI choose Paper!!!"
elif z == 3:
    print "aI choose Scissors!!!"
#ends here
if numb == 1 and z == 3:
    playerPoints = aIPoints + 1
    print "You have won!!!"
    print "You have " + str(playerPoints) + " point(s)"
elif numb == 1 and z == 2:
    aIPoints = aIPoints + 1
    print "You lost"
    print "The aI has " + str(aIPoints) + " point(s)"
elif numb == 2 and z == 1:
    playerPoints = playerPoints + 1
    print "You won!!!"
    print "You have " + str(playerPoints) + " point(s)"
elif numb == 2 and z == 3:
    aIPoints = aIPoints + 1
    print "You lost"
    print "The aI has " + str(aIPoints) + " point(s)"
elif numb == 3 and z == 1:
    aIPoints = aIPoints + 1
    print "You Lost!!!!"
    print "The aI has " + str(aIPoints) + " point(s)"
elif numb == 3 and z == 2:
    playerPoints = playerPoints + 1
    print "You won"
    print "You have " + str(playerPoints) + " point(s)"
else:
    aIPoints = aIPoints
    playerPoints = playerPoints
    print "We Tied.. Try Again!!!"
    print "You have " + str(playerPoints) + " point(s)"
```

```
numb = int(input("What do you want to choose???"))

z = random.randint(1, 3)

if z == 1:
    print "aI choose Rock!!!"
elif z == 2:
    print "aI choose Paper!!!"
elif z == 3:
    print "aI choose Scissors!!!"
#ends here
if numb == 1 and z == 3:
    playerPoints = aIPoints + 1
    print "You have won!!!"
    print "You have " + str(playerPoints) + " point(s)"
elif numb == 1 and z == 2:
    aIPoints = aIPoints + 1
    print "You lost"
    print "The aI has " + str(aIPoints) + " point(s)"
elif numb == 2 and z == 1:
    playerPoints = playerPoints + 1
    print "You won!!!"
    print "You have " + str(playerPoints) + " point(s)"
elif numb == 2 and z == 3:
    aIPoints = aIPoints + 1
    print "You lost"
    print "The aI has " + str(aIPoints) + " point(s)"
elif numb == 3 and z == 1:
    aIPoints = aIPoints + 1
    print "You Lost!!!"
    print "The aI has " + str(aIPoints) + " point(s)"
elif numb == 3 and z == 2:
```