

Rock, Paper, and Scissors in CPP

About:

This is a hand game usually played between the two players. I designed this game in the C++ programming language.

Description:

Rock, paper, and scissors is a hand game usually played between the two players where they make random shapes as of the Rock paper and scissor and there are some conditions that decide who wins. If both the players choose the same shape then the game is considered as a tie. Rock, paper, and scissor is often used as fair choosing method between two people as like flipping a coin.

I designed this game in c++ programming language. The skill required to play a game is just Psychology.

Code:

```
#include <iostream>
#include <stdlib.h>
using namespace std;
int main()
{

    srand(time(NULL));

    int computer = rand() % 3 + 1; // to generate random number
    between 1 and 3

    int user = 0; // variable to take user input

    //Creating strings to avoid repetition
    string roc = "1) 🪨 Rock\n";
    string pap = "2) 🖐 Paper\n";
    string sci = "3) ✂ Scissors\n";

    cout << "*****\n";
    cout << "!!!!!!Welcome!!!!!!\n";
```

```

cout << "rock paper scissors!\n";
cout << "*****\n";

cout << roc;
cout << pap;
cout << sci;

cout << "Enter your choice number: "; //here u have to enter
the choice number between 1 , 2, and 3 which u have to choose
between rock, paper and scissors
cin >> user;

cout << "\nYou choose ";

//Displaying user choice
switch (user)
{
case 1:
    cout << roc;
    break;
case 2:
    cout << pap;
    break;
case 3:
    cout << sci;
    break;
default:
    cout << "Invalid Option\n"; // if u enter any number than 1
,2 and 3 then it is considered as the invalid number
}

//Displaying computer choice
cout << "Comp choose ";
switch (computer)
{
case 1:
    cout << roc;

```

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        break;
    case 2:
        cout << pap;
        break;
    case 3:
        cout << sci;
        break;
    default:
        cout << "Invalid Option\n";
    }

    //Win Lose Draw Logic
    if (user == computer) // if computer choice and your choice
matches then it is tie.
    {
        cout << "Draw Game\n";
    }
    else if (user == 1 && computer == 3) // this is the case when
u win
    {
        cout << "You Win\n";
    }
    else if (user == 3 && computer == 2) // this is the case when
u win
    {
        cout << "You Win\n";
    }
    else if (user == 2 && computer == 1) //this is the case when u
win
    {
        cout << "You Win\n";
    }
    else
    {
        cout << "Computer Wins!\n"; //when above conditions are not
met then computer wins
    }

```

}