

```
import java.util.Scanner;

import java.util.Random;

public class RockPaperScissors {public static void main(String[] args)

{
    Random randy = new Random();
    Scanner sc = new Scanner(System.in); System.out.println("What choice would you like
to choose? ");
    System.out.println("1. Rock  2. Scissors  3. Paper");
    int user = sc.nextInt();
    int ran = randy.nextInt(3)+1;

    if (ran==user)
    {
        System.out.println("You both played the same choice");
        System.out.println("TIE");
    }

    else if (ran==1 & user==2)
    {
        System.out.println("The computer played ROCK, and you played SCISSORS");
        System.out.println("YOU LOSE");
    }

    else if (ran==1 & user==3)
    {
        System.out.println("The computer played ROCK, and you played PAPER");
        System.out.println("YOU WIN!");
    }

    else if (ran==2 & user==1)
    {
        System.out.println("The computer played SCISSORS, and you played ROCK");
        System.out.println("YOU WIN!");
    }
}
```

```
else if(ran==2 & user==3)
{
    System.out.println("The computer played SCISSORS, and you played PAPER");
    System.out.println("YOU LOSE");
}

else if(ran==3 & user==1)
{
    System.out.println("The computer played PAPER, and you played ROCK");
    System.out.println("YOU LOSE");
}

else if(ran==3 & user==2)
{
    System.out.println("The computer played PAPER, and you played SCISSORS");
    System.out.println("YOU WIN!");
}

else if(user>3)
{
    System.out.println("INVALID CHOICE");
}

if(user<1)
{
    System.out.println("INVALID CHOICE");
}

}

}
```

Output:

What choice would you like to choose?

1. Rock 2. Scissors 3. Paper

1

The computer played SCISSORS, and you played ROCK
YOU WIN!

What choice would you like to choose?

1. Rock 2. Scissors 3. Paper

2

The computer played ROCK, and you played SCISSORS
YOU LOSE

What choice would you like to choose?

1. Rock 2. Scissors 3. Paper

3

The computer played ROCK, and you played PAPER
YOU WIN!