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import java.util.Random;
import java.util.Scanner;

public class rockpaperscissors {

    public static void main(String[] args) {
        Random r = new Random(); //imports the random class and tells it
to be random
        int robot = r.nextInt(3); //tells the robot to be either 0, 1, 2
        int a; //sets up a variable a

        Scanner src = new Scanner (System.in); //asks for system input
        System.out.println("Type rock, paper, or scissors");

        String person = src.next();

        switch(person.toLowerCase().trim()) { //sets whatever user
input to a number
            case "rock":
                a=0;
                break;

            case "paper":
                a=1;
                break;

            case "scissors":
                a=2;
                break;

            default:
                a=3;
                break;
        }

        if (a==0 && robot==2) { //compares the number of the robot to the
user
            System.out.println("You win");
        }

        else if (a==3) {
            System.out.println("Please type rock, paper, or scissors");
        }
    }
}

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        else if (a>robot) {
            System.out.println("You win");
        }

        else if (a==robot) {
            System.out.println("You tied");
        }

        else {
            System.out.println("You lose");
        }

    if (robot==0) {
        System.out.println("Computer said rock");
    }

    else if (robot==1) {
        System.out.println("Computer said paper");
    }

    else {
        System.out.println("Computer said scissors");
    }

}

}
```