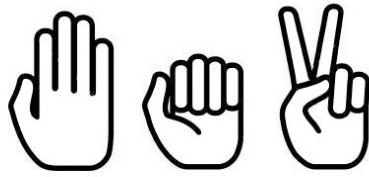


ROCK PAPER SCISSORS



Download the **rockPaperScissors** file and open it with **IDLE**.

Run the program and see how it works so far.

TASK 1

This code will pick a random number between 1 & 2, then store it in **choice**.

```
choice = random.randint(1,2)
if choice == 1:
```

In **this** game we need the computer player to pick a random number between 1 & 3, then store it in **cpu**.

Run the program a few times to test it.

TASK 2

If the random number is 1, this code will turn that into "Rock".

Else if (elif) the random number is 2, this code will turn that into "Paper".

```
if cpu == 1:
    cpu = "Rock"
elif cpu == 2:
    cpu = "Paper"
```

The code in the program file is incomplete. It only has the first case.

Your job is to complete this section of code so that:

- The value 2 will turn into "Paper"
- The value 3 will turn into "Scissors"

Task 3

You need to add `if` and `elif` lines that work like this.

Look **carefully** at the **indentation**.

The code has already been started. Try to match the words in **bold** here to the code that is already in the program code.

Once you think you understand it, try to add the two **elif** blocks.

if the **player chooses "Rock"** then:

```
    if the computer chooses "Rock" then:
```

```
        It's a draw - set won to "Draw"
```

```
    elif the computer chooses "Paper" then:
```

```
        Paper beats rock - computer wins
```

```
    elif the computer chooses "Scissors" then:
```

```
        Rock beats scissors - player wins
```

TEST THAT IT WORKS BEFORE YOU CONTINUE

Tasks 4 & 5

Complete the next two sections in the same way. The diagram below will help you figure out who should win.

