

In this lab, you will implement the game of Rock-Paper-Scissors. Create a new project in Eclipse called **RPS** with one class called RPS containing the main method. Your code needs to do the following:

- Ask the user if they would like to throw a rock, paper or scissors
- Randomly choose what the computer throws (you'll need to use `Math.random()` somehow)
- Display what the computer randomly chose to throw
- Display who won the game
- You will need several if cases to cover all the different scenarios (how many different ways can the game play out?)

To read in the first character that the user enters, use the following code:

```
EasyReader reader = new EasyReader();  
System.out.print("Type a letter: ");  
char choice = reader.readChar();
```

OR, you could also use Prompter:

```
char choice = Prompter.promptForCharacter("Type a letter!");
```

Also, recall that the letter A should be typed as 'A' to represent a char ("A" is different - it's a String). It would be a good idea for your program to accept 'a' and 'A'.

An example output for your program is below. Italics represents what your program would print out, while the bold text represents what the user would enter in:

*This is Rock-Paper-Scissors!*

*Would you like to throw [R]ock, [P]aper, or [S]cissors? **R***

*The computer has decided to throw paper.*

*Paper covers rock, so the computer wins!*

#### **For advanced programmers:**

Make the game loop and keep track of how many wins each player has!