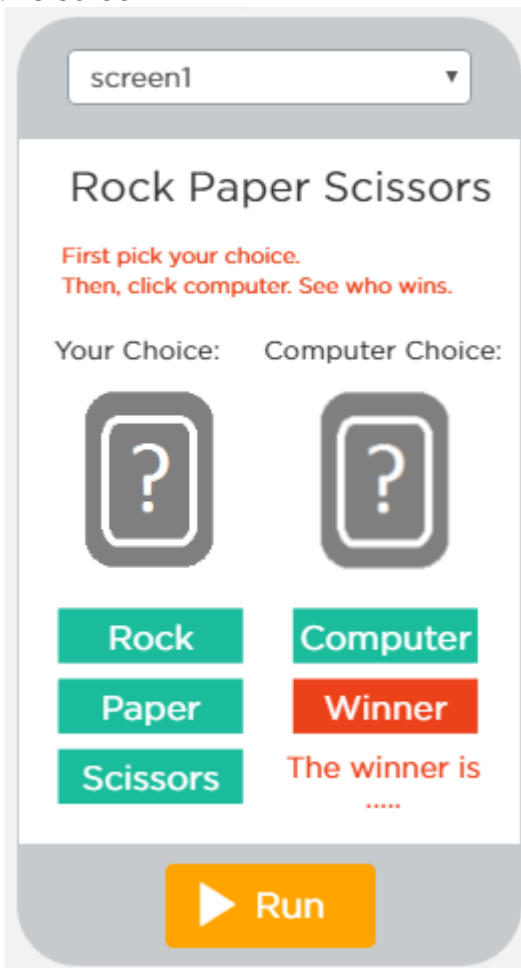


## B3 RPS

Make this screen:



Declare two variables outside all blocks. These will track the user's choice (me) and the computer's choice (computer).

```
var me = "none";  
var computer = "none";
```

In the Rock button, the user's picture needs to change to rock AND the user's choice variable (me) needs to change too.

```
onEvent (▼ "rock", ▼ "click", function(event) {  
  setImageURL (▼ "myPic", ▼ "rock.png");  
  me = "rock";  
});
```

Make the paper and the scissors button in a similar way.

Inside the computer choice button's onEvent code, create a random number between 1-3.

```
var rand = randomNumber (1, 3);
```

Then, depending on the random number, show a rock, paper or scissors picture AND change the computer's choice variable (computer) to match.

```
if ( rand == 1 ) {
  setImageURL(▼ "compPic", ▼ "rock.png");
  computer = "rock";
} else if ( (rand == 2) ) {
  setImageURL(▼ "compPic", ▼ "paper.png");
  computer = "paper";
} else {
  setImageURL(▼ "compPic", ▼ "scissors.png");
  computer = "scissors";
}
```

Inside the Winner button, you need to compare the me and computer variables to see who won. Then print the right message on the screen.

```
onEvent (▼ "findWinner", ▼ "click", function(event) {
  if ( me == "rock" && computer == "rock" ) {
    setText(▼ "winner", "Tie.");
  } else if ( me == "rock" && computer == "scissors" ) {
    setText(▼ "winner", "You win!");
  } else if ( me == "rock" && computer == "paper" ) {
    setText(▼ "winner", "Computer wins.");
  }
});
```

This code only works if me is "rock". Add more else if clauses for "scissors" and "paper". There will be 9 if clauses when you are done.

(Actually, if you are clever, you can reduce this to 7 clauses – put all the ties together – me==computer).

Play the game.

Bonus:

- It is pretty easy to cheat. Make it so that you can't. (I'd recommend removing the winner button and moving it's code to the computer button as a start).
- Make it so that the App keeps score.