Name: _____

Girl ~~Man~~ Against Machine!

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The Girl Against Machine Program

Algorithm

On shake, do the following

- Set a variable to a random value between 1 and 3.
- **If** the variable is 1, make a choice. (I chose *rock* first, then *paper*, then *scissors*; you could do it differently.) Display the symbol for your choice.
- **Else if** the variable is 2, display the second choice.
- **Else** display the third choice. (We don't need another **if** because there's only one choice left.)

Block Code

I've put the code on the next page because it's big.

Pick-random is in the Math bin. **If-else** is in the Logic bin.

Going Further

To play Rock Paper Scissors Lizard Spock, set the random variable to be 1 to5. Add two more else-if blocks and a final else block.

To add our *Keep Score* code so that the program can keep score, just add on-blocks for Button A, Button B and Button A+B like we did before.

What You've Learned

If you've completed this successfully you've learned:

- Computers can generate random numbers. (They're really *pseudo*-random numbers because, if you started in exactly the same way every time, you'd get the same number. The look random because of different starting conditions.)
- You can nest multiple **if** statements to choose among more than two things.

KENNESAW STATE UNIVERSITY
COLLEGE OF COMPUTING AND SOFTWARE ENGINEERING

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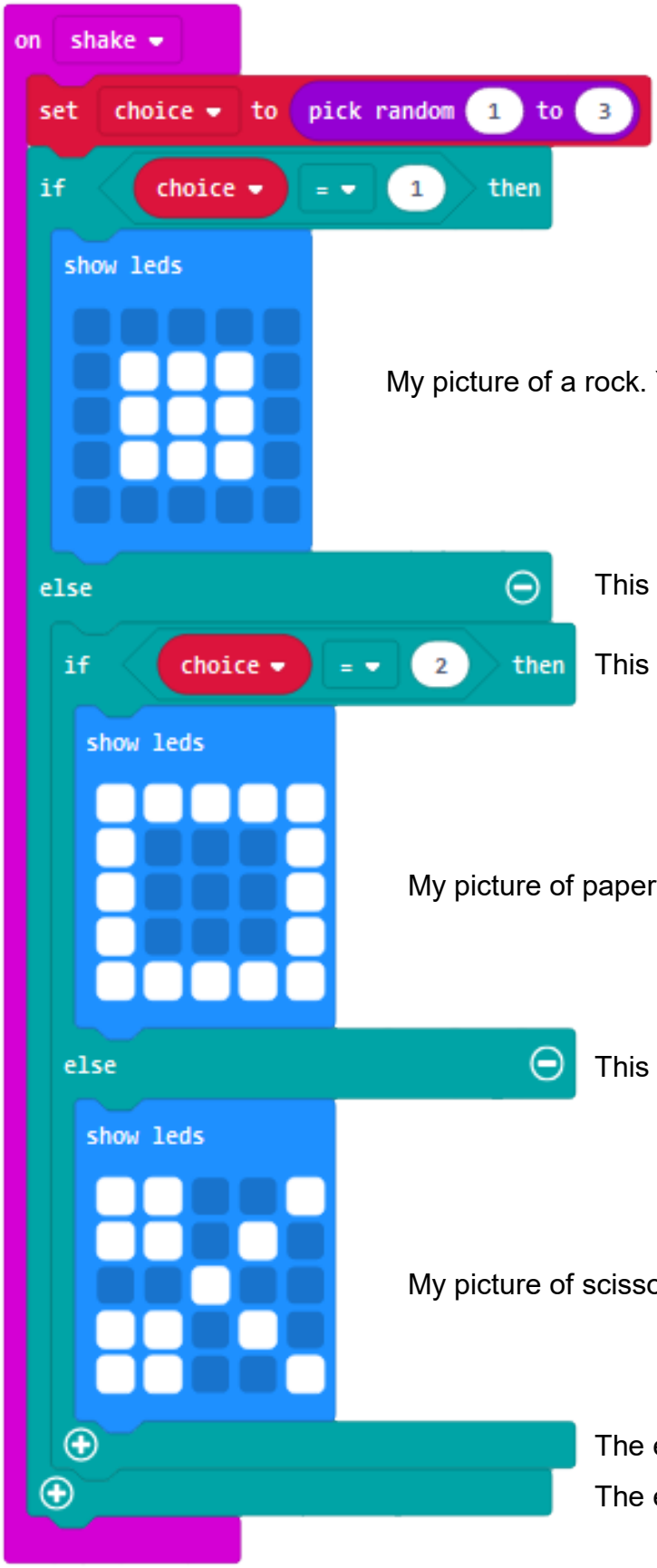

My picture of a rock. Yours might be different.

This **else** is part of the first **if**.

This **if** is *inside* the first **if**.

My picture of paper.

This **else** is part of the *second* **if**.

My picture of scissors.

The end of the *second* **if**.

The end of the *first* **if**.