Instructions:

1. Complete the exercise as described in your book
   - You may do either the a (Console) or b (GUI) version, you do not need to do both
   - The creation of random numbers is described in Exercise 7 on page 192 of your book.
2. Insert a comment at the top of the code which contains the name of the lab, the date the lab was written and the person who wrote the lab
   - Labs will not be graded unless this is present
3. Compress and archive the solution folder and submit it to the class web site

Example Output:

```
Your choices are: r = Rock, p = Paper, s = Scissors
Player enter in your choice!

You choose r
The computer choose p
The computer is the winner. :(
Press any key to continue . . .
```

```
Your choices are: r = Rock, p = Paper, s = Scissors
Player enter in your choice!

You choose p
The computer choose r
You are the winner!!!
Press any key to continue . .
```

```
Your choices are: r = Rock, p = Paper, s = Scissors
Player enter in your choice!

You choose s
The computer choose s
Tie
Press any key to continue . .
```

Grading:

6 – General, comments, formatting, functionality, etc
2 – Variables
2 – Input and Output
4 – Random Numbers
14 – Logic