CO453 Application Programming
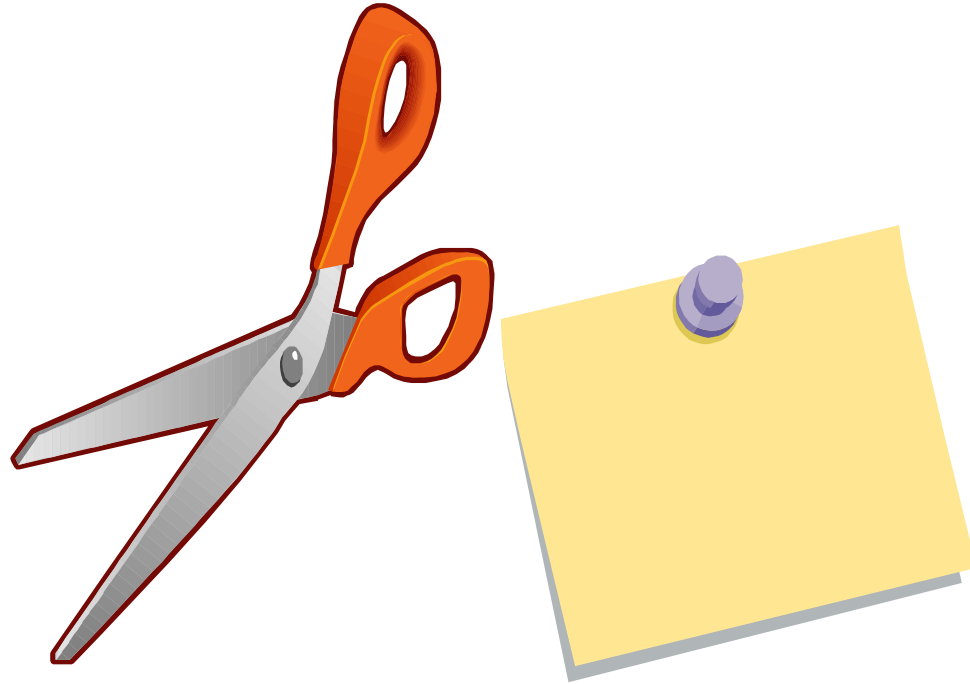
Week 6 – SPS remake

.NET part 2

C# .NET part 2

The Scissors Paper Stone Game
(Windows Version)

Basic Rules

- **<u>You play against the computer</u>**
- <u>Player</u> chooses either: Scissors, Paper or Stone
- <u>Computer</u> also chooses one of these at random
- **<u>Possible results</u>**
  - If player and computer choose the same thing, the result is a Draw.
  - Scissors win against Paper (because scissors cut paper)
  - Scissors lose against Stone (because stone blunts scissors)
  - Paper wins against Stone (because paper wraps stone)

Activity

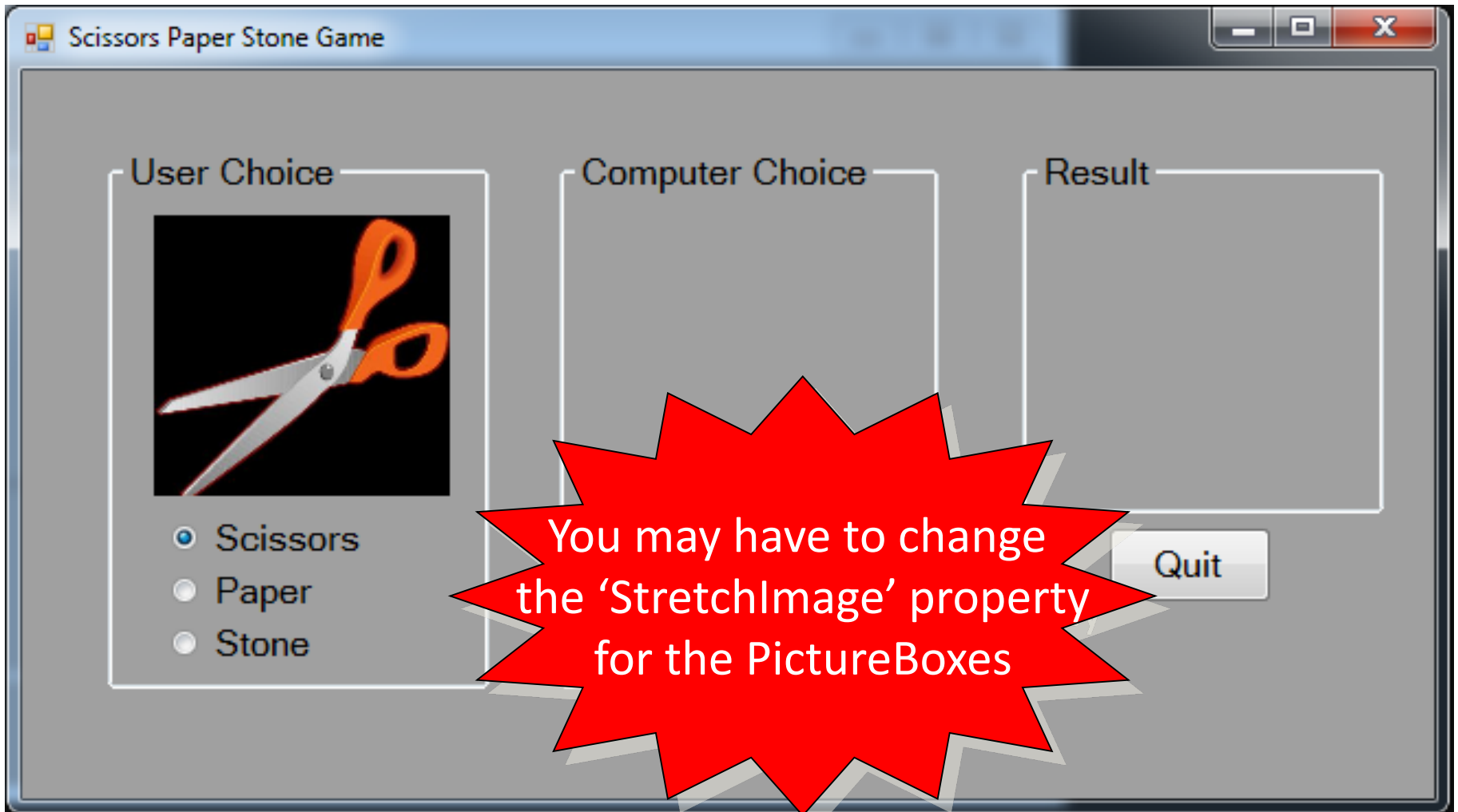Replicate the form interface below (Task 2.1):

Code the Scissors <u>RadioButton</u> (named: rbnScissors)

```
private  void  rbnScissors_CheckedChanged(object sender, EventArgs e)
{
        pbxUser.Image = Image.FromFile("Scissors.jpg");

}
```

This loads the scissors.jpg image file into the user's PictureBox (pbxUser)

Loading an Image File

The <u>Play</u> Button's Click Method

```
Random  r  = new Random();    // create a new random object r
compChoice = r.Next(3) + 1;    // use r to pick a number from 1 to 3
```

```
if (compChoice == 1)
{

    pbxComputer.Image = Image.FromFile("Scissors.jpg");

}
```
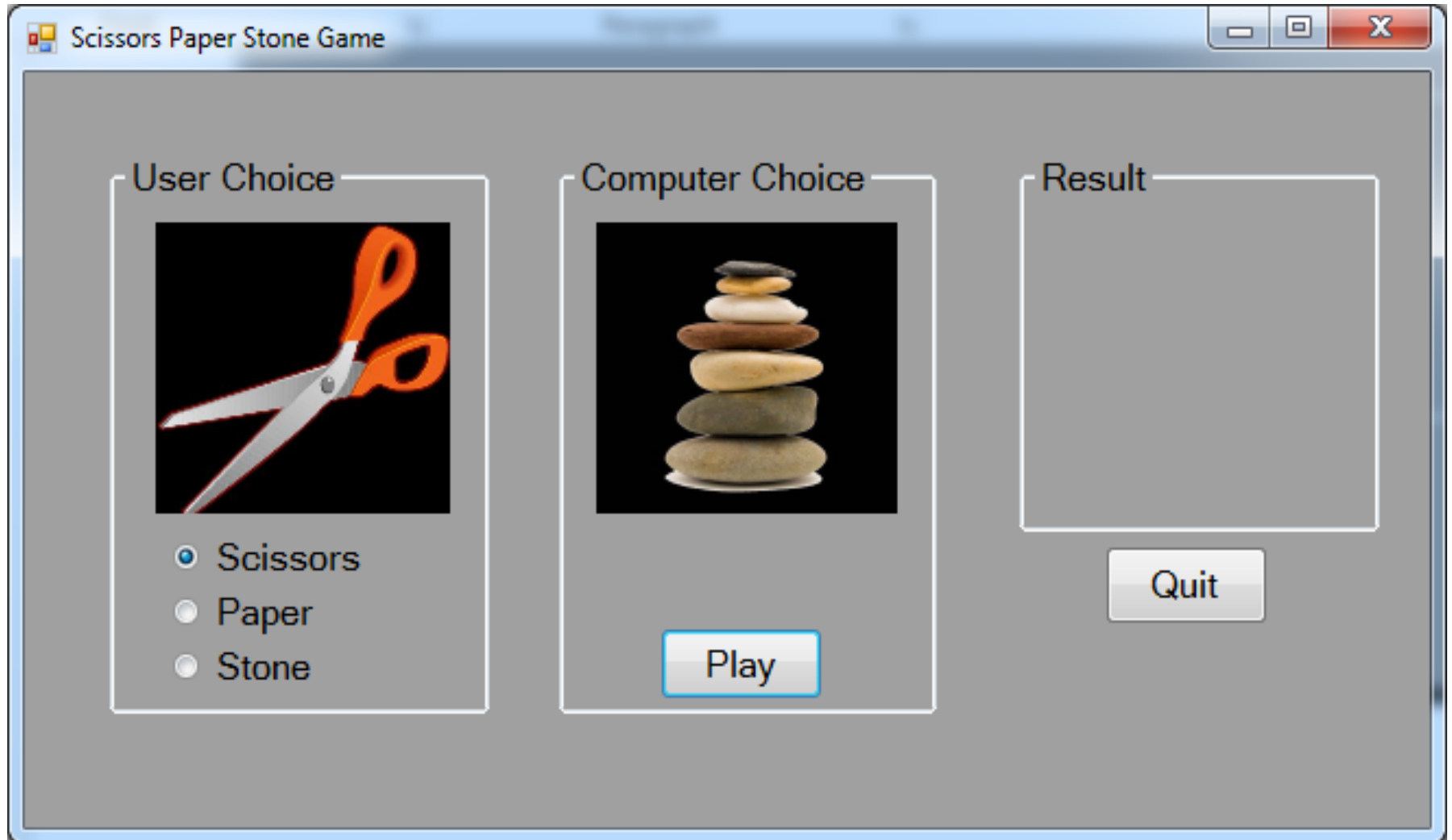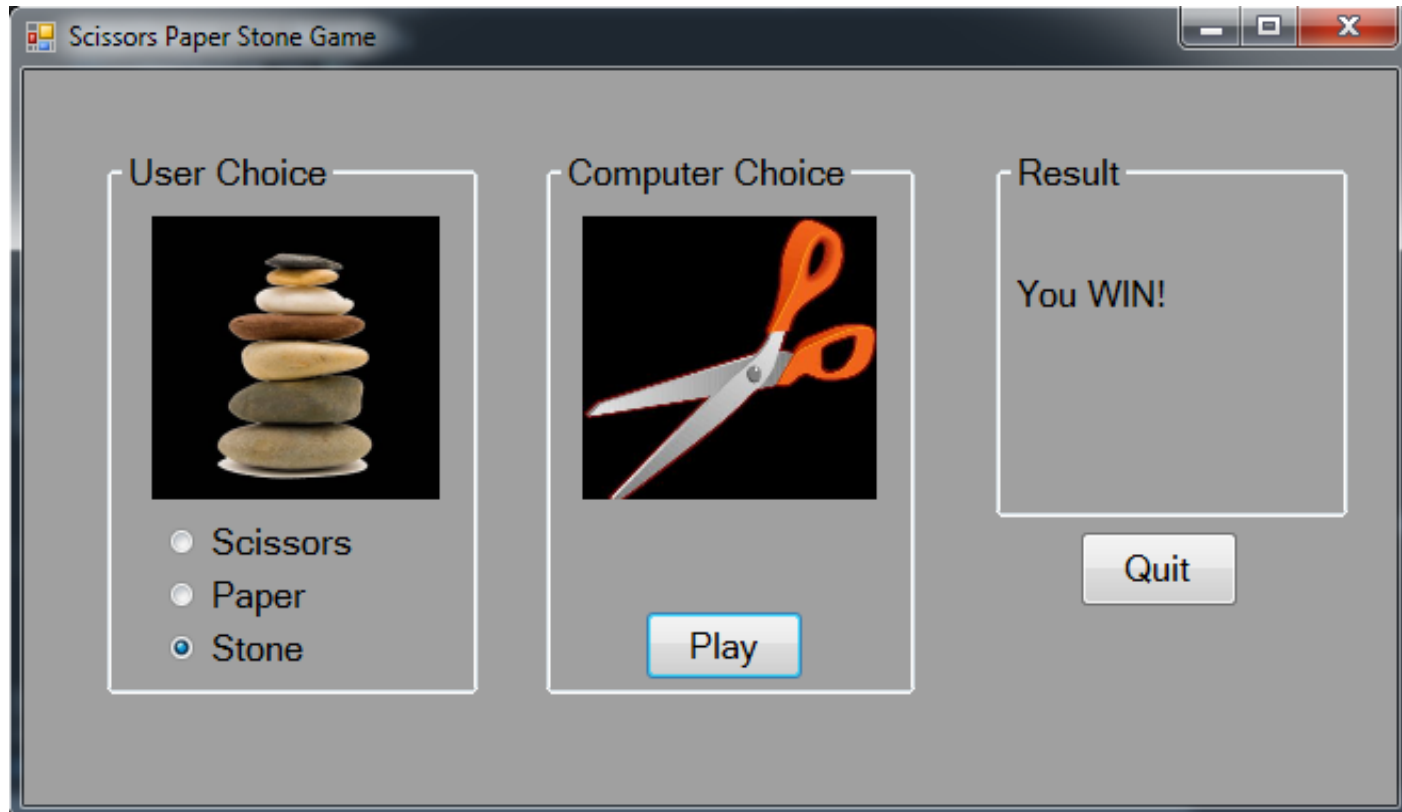
and similar for other choices

Both Displays

Activity

Code the interface to display the correct images for the player's choice and the computer's random choice (Task 2.2 and 2.3):
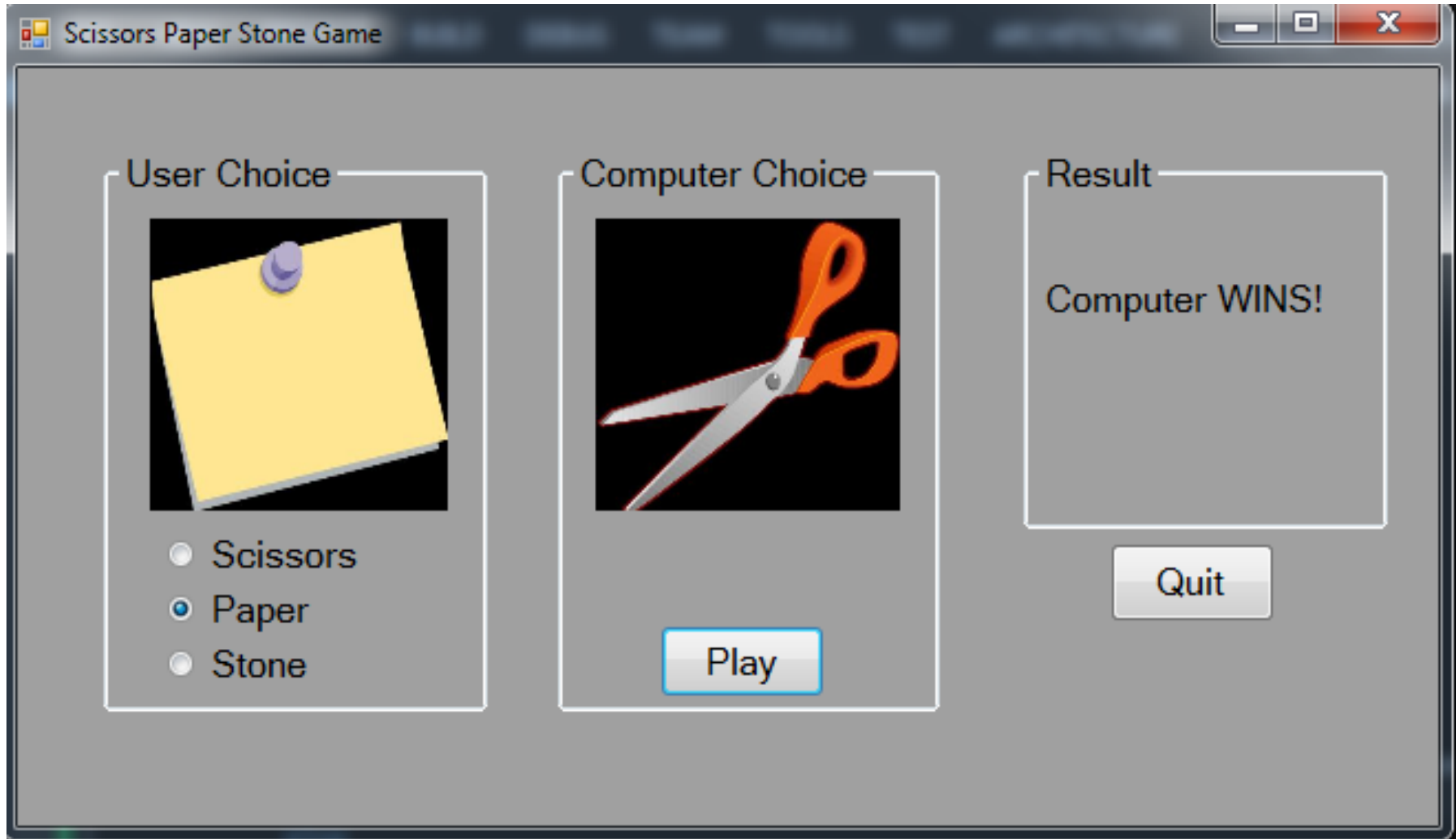
A CheckResult() Method

```
if (compChoice == userChoice)
{

    lblResult.Text = "It's a Draw" ;

}
```
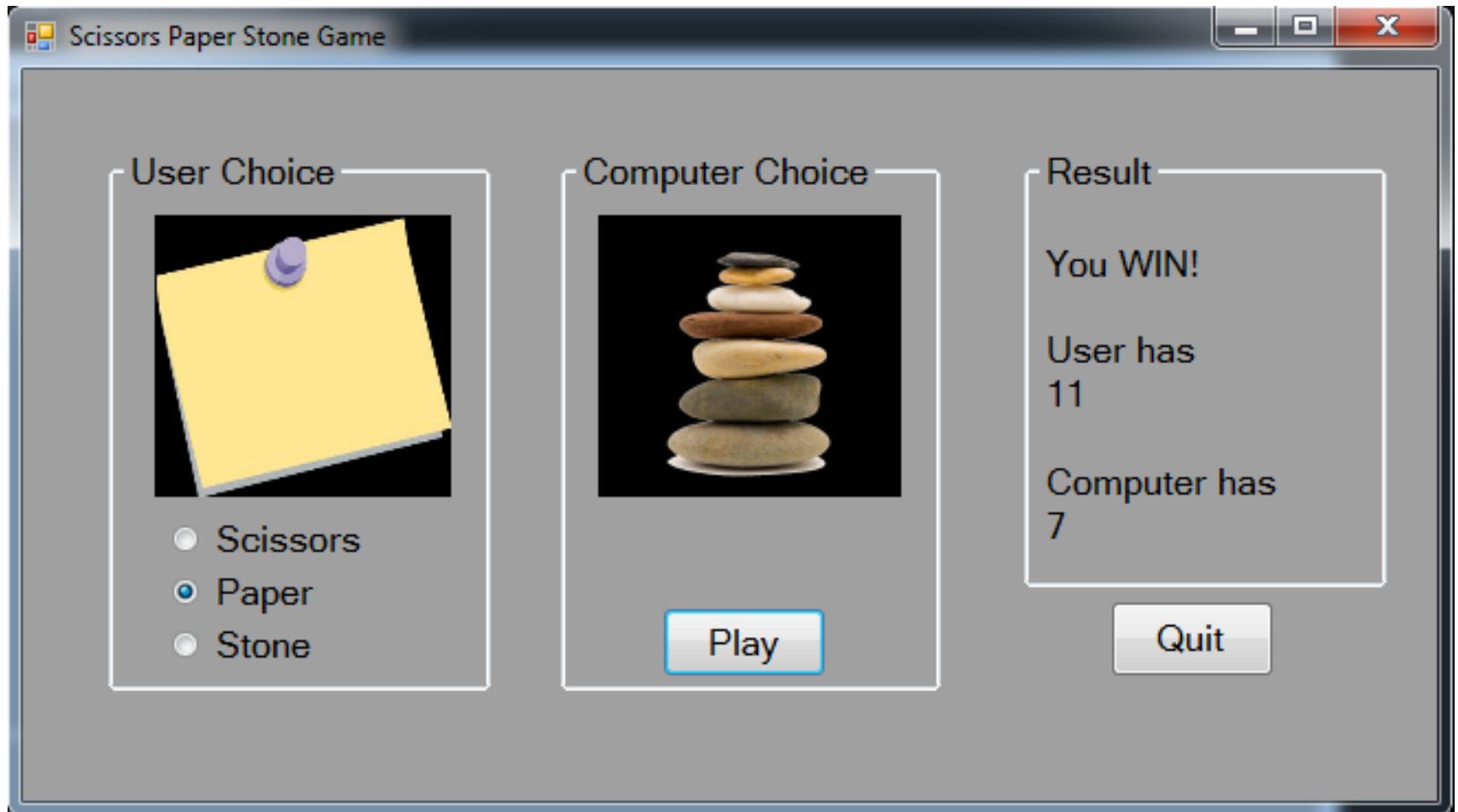
and similar for other combinations

Playing the Game

Independent Study

The Last Slide