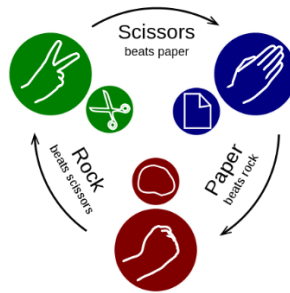# CS 150 Lab 10
Functions and Random Numbers

The objective of today's lab is to implement functions and random numbers in a simple game.

- Be sure your output looks exactly like the specified output.
- Be sure to submit the completed project to CS150-02 Lab by Friday at 5pm.
- Be sure to follow the coding standards and add comments to your code!

Lab 10

Write a C++ program in a project called **10_1_RockPaperScissors** that will simulate the game of rock paper scissors:

Source: Wikipedia

The players are the computer and the user. The user will select their choice from a menu, and the computer's choice will be randomly generated. Here are a couple of runs of the program:

In the public folder on Grace you will find a skeleton of the program named RockPaperScissors.cpp. Copy this code into your project, build, and run it. The code lists seven functions that you MUST use in your program. These functions are described in the comments. DO NOT modify the main program except to comment out some code as you fill in the function definitions. REMEMBER: code one function at a time and test it before moving on.

Show the instructor or TA your solution

Optional Challenge:

1. Modify your program so that the user will continue playing the game until they select 4 to quit the game.
2. Display a tally of number of WINS, LOSSES, or DRAWS.
3. Display the largest number of consecutive wins.

1) Your program is to compile without any errors or warnings.

2) Do not use any magic constants in your program. Define your constants before defining the rest of your program's variables.

Once your project is complete, place your solution into the CS150-02Drop folder on Grace. Your solution is to have ALL previous projects completely working and correct.