

Rock Paper Scissors: Part 2

In the previous lab, you created a Rock Paper Scissors game. However, while it's fun, it's pretty annoying to restart the script every time you want to play. In this activity, you will expand on your project by adding the following:

1. After Rock Paper Scissors (RPC) is played, the program will ask if the human wants to play again.
2. The program will read the user's input, and either quit or play again.
3. When the program quits, it will print how many games the human won, and how many games the computer won. If you'd like, you can have the program then print who had more wins.

Bonus

If you found this to be too easy, try this bonus below. Be sure to think of your *algorithm* before working. Don't worry if you run into trouble, this is actually pretty difficult.

1. At the beginning of the program, ask the user what the maximum¹ number of wins should be.
2. Quit the program after there is a winner. For example, if it were "best of 7", and the human won 4 games in a row, it should quit, as the computer cannot win in the games remaining.

Helpful Shell Commands

Loops (numbers):

```
i=0
while [ $i -le 4 ]
do
    echo "$i"
    (( i++ ))
done
```

¹In "best 2 out of 3", this would be 3. "best of 7", etc.