

⊞ rps

0	1	2	<u>random(3)</u>
r	p	s	

form create

begin

= initialize
randomize;

end

btn PlayClick

var player1, player2 : byte;

begin

// Player 1

player1 := random(3);

if player1 = 0

then imgP1.picture := imgRock.picture

else if player1 = 1

then imgP1.picture := imgPaper.picture

else imgP1.picture := imgScissors.picture;

// Player 2

player2 := random(3);

case player2 of

end;

end;