

Recent changes to C language libraries have resulted in problems with the old code for Rock, Paper and Scissors lessons created by former GEAR advisor Jim Kay. The lessons were authored in 2021. I don't want to redo the video lessons created by Mr. Kay as they are excellent. However, to make his code work now, there are some easy changes that need to be made to the code. At the time Mr. Kay developed the code, all of the functions used were found in the **stdio.h** library. Now several of the functions have been moved to other libraries. Therefore, at the top of your code you should include all the libraries as provided below.

```
#include "stdio.h"
#include "conio.h" // function getch() now located in this library
#include "stdlib.h" // functions srand() and rand() now located in this library
#include "time.h" // function time() now located in this library
```

In addition, you can't add custom functions to your code AFTER the main() function unless you declare them before the main() function. I think it is just easier to create the custom functions BEFORE the main() function. Also note that you must include **int** before the name of the custom function when you create it. An example below:

```
int getComputersChoice ()
{
    srand(time(0)); // seed the random number generator
    randomval = (rand() % 3) + 1; // generate a random number between 1
                                // and 3 inclusive

    if (randomval == 1)
    {
        cmpchoice = 'r';
        printf ("Computer threw Rock\n");
    }
    else if (randomval == 2)
    {
        cmpchoice = 'p';
        printf ("Computer threw Paper\n");
    }
    else
    {
        cmpchoice = 's';
        printf ("Computer threw Scissors\n");
    }
}

int main ()
```