

TP 1 - Partie 1 - Exercice 5 - I

```
1  #include <cmath>
2  #include <iostream>
3
4  using namespace std;
5
6  int main() {
7      cout << "Type 0 for stone, ";
8      cout << "1 for scissors, 2 for paper \n";
9      cout << "Enter player 1's move \n";
10     // Declaration of "player1" has been forgotten.
11     int player1;
12     cin >> player1;
13     cout << "Enter player 2's move \n";
14     // Declaration of "player2" has been forgotten.
15     int player2;
16     cin >> player2;
17     // Use "==" as comparison operator.
18     if (player1 == player2) {
19         cout << "Its a draw \n";
```

TP 1 - Partie 1 - Exercice 5 - II

```
20     } else {
21         // Let the compiler deduce the type.
22         auto const diff = player1 - player2;
23         if (diff == -2 || diff == 1) {
24             cout << "Player 1 won \n";
25         } else {
26             cout << "Player 2 won \n";
27         }
28     }
29 }
```