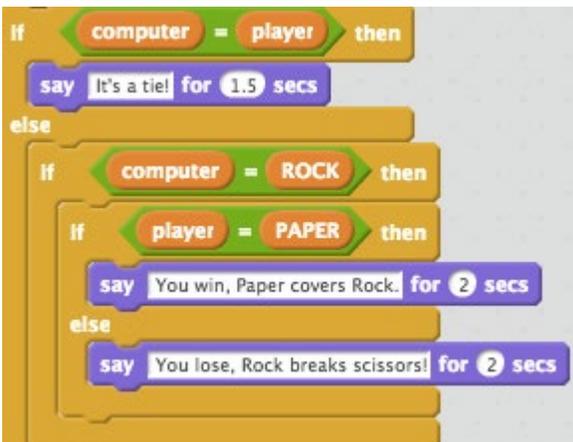


## Translating Rock Paper Scissors

The following Scratch code determines who wins if the computer chooses ROCK. It uses **complex conditionals**. Please translate it into Arduino code. For the “say” block, you may call a say function, for example: `say("It's a tie!");`

SCRATCH	ARDUINO
 <p>The Scratch code consists of three separate 'if' blocks. The first block checks 'if computer = player' and has a 'say' block with the text 'It's a tie!' for 1.5 seconds. The second block checks 'if computer = ROCK and player = PAPER' and has a 'say' block with the text 'You win, Paper covers Rock.' for 2 seconds. The third block checks 'if computer = ROCK and player = SCISSORS' and has a 'say' block with the text 'You lose, Rock breaks scissors!' for 2 seconds.</p>	

The following Scratch code also determines who wins if the computer chooses ROCK. It uses **nested conditionals**. Please translate it into Arduino code. For the “say” block, you may call a say function, for example: `say("It's a tie!");`

SCRATCH	ARDUINO
 <p>The Scratch code starts with an 'if' block for 'computer = player' with a 'say' block 'It's a tie!' for 1.5 seconds. This is followed by an 'else' block. Inside the 'else' block, there is an 'if' block for 'computer = ROCK'. Inside this 'if' block, there is another 'if' block for 'player = PAPER' with a 'say' block 'You win, Paper covers Rock.' for 2 seconds. Finally, there is an 'else' block inside the 'computer = ROCK' block with a 'say' block 'You lose, Rock breaks scissors!' for 2 seconds.</p>	

Do you prefer complex conditionals or nested conditionals to write your code? Why?