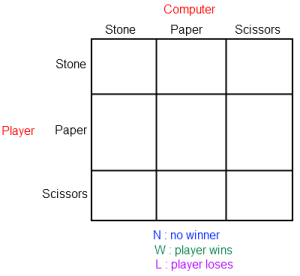
Algorithm - First program : step2

# Objective :

Create a simple program and use conditional instructions.

# Practical work

* Start DELPHI
* Open the last project (ADNA\_1st. If necessary open the correction) : ***Fichier/Ouvrir un projet***
* Save it as ADNA\_2nd.
* Complete the grid below  
  
* Program the game’s engine
* **Hint 1 :** The computer’s random value is generated by the command   
  *randomize;  
  computer:= random(3);* where ***computer***  is an integer

In this case, the possible values for *computer* are 0, 1 or 2...

* **Hint 2 :** To convert a character into an integer, use the instruction ***strtoint***.

Example : *player:=strtoint(choice);*

* **Hint 3 :** To convert an integer into a string, use the instruction ***inttostr***

Example : *writeln(inttostr(computer));*