

**STA Online Computer Programming Contest (DWITE)
November 2003**

Problem 1

Rock, Paper, Scissors

The game “Rock, Paper, Scissors” is frequently used by two players to determine a winner. Each player has three items: paper (P) , scissors (S) and a rock (R).



At the count of three, each player shows one of them.

The winner of a round is determined by the rules:

- \$ paper covers rock
- \$ scissors cut paper
- \$ rock breaks scissors

If the two players show the same item then it is a draw, and neither player wins the round.

For this particular program, the overall winner is the first player to win two rounds.

The input file (DATA1) will contain five lines of data. Each line will contain pairs of letters separated by single spaces. Each pair of letters make up a single round between two players. The letters are either “P”, “S”, or “R” (upper case), representing paper, scissors and rock, respectively. The players names are “PLAYER ONE” and “PLAYER TWO”. The first letter of the pair represents PLAYER ONE’s item and second letter of the pair represents PLAYER TWO’s item. There will be enough pairs of letters (or more than enough), on each line, to determine a winner of two rounds. The length of each line will not exceed 255 characters.

The output file (OUT1) will contain five lines of data, corresponding to the input file. Each line will contain the overall winner’s name (PLAYER ONE or PLAYER TWO) and the number of draws that occur before the winner is determined, separated by a single space.

Sample Input (Only three lines given)

```
PR PS RR SR
PP RR SP SP SR PS
RP SR
```

Sample Output

```
PLAYER TWO 1
PLAYER ONE 2
PLAYER TWO 0
```