(1) Create a basic rock-paper-scissors game using buttons.
   You pick rock, scissors or paper.
   The computer randomly selects one.
   Use decision statements to calculate who won.
   Print the results on the screen.

(2) Include a score that adds up your wins and the computer's wins.

(3) Consider adding in a new widget – like radio button or check box, etc.

These new widgets (and more) can be found on Java’s official documentation site:
- https://docs.oracle.com/javase/tutorial/uiswing/components/button.html