import random

list = ["Rock","Paper","Scissors"]

error = "Error: Please enter one of the valid choices."

player1\_score = 0

computer\_score = 0

tie\_score = 0

def player\_choice():

counter = 0

player = input("Play rock, paper or scissors: ")

player = player.capitalize()

for i in list:

if(player != i):

counter += 1

if(counter == 3):

print(error)

print("The player chose:",player)

return player

def computer\_choice():

computer = random.choice(["rock", "paper", "scissors"])

print("The computer chose:",computer.capitalize())

return computer.capitalize()

''' Psuedo returns value of rock outside scope.'''

def rock\_wins(p,c):

if (p == "Rock" or p == "Scissors") and (c == "Rock" or c == "Scissors"):

print("Rock beats Scissors!")

return True

def paper\_wins(p,c):

if (p == "Paper" or p == "Rock") and (c == "Paper" or c == "Rock"):

print("Paper beats Rock!")

return True

def scissors\_wins(p,c):

if (p == "Scissors" or p == "Paper") and (c == "Scissors" or c == "Paper"):

print("Scissors beats Paper")

return True

''' p == player, c == computer, w == winner '''

def who\_won(p,c):

if p != c:

if(paper\_wins(p,c)):

w = "Paper"

if(rock\_wins(p,c)):

w = "Rock"

if(scissors\_wins(p,c)):

w = "Scissors"

return w

else:

print("This game ended in a tie!")

while 1:

player = player\_choice()

computer = computer\_choice()

winner = who\_won(player, computer)

if(player != computer):

print("The winner chose",winner)

""" If the players' value is equivalent to the first value stored in the winners' list."""

if((player == winner) and (player != computer)):

player1\_score += 1

print("Player has won",player1\_score,"games.")

elif((computer == winner) and (player != computer)):

computer\_score += 1

print("Computer has won",computer\_score,"games.")

else:

tie\_score += 1

print("You have tied",tie\_score,"games.")

print()