Pao Ying Choob

```
# Import random
import random

# variables
count = 0
draw = 0
won = 0
lose = 0

# Get user action
while True:
    user_action = input("Enter a choice (rock , paper, scissors): ")
    user_action = user_action.lower()
# Get bot action via random.choice
    possible_actions = ["rock", "paper", "scissors"]
    computer_action = random.choice(possible_actions)
    print(f"You choose {user_action}, computer choose {computer_action}.")
# Determine the winner
# Count statistics (play,win,lose,draw)
    if user_action == computer_action:
        print(f"Both players selected {user_action}. It's a draw!")
        count += 1
        draw += 1
    elif user_action == "rock":
        if computer_action == "scissors":
            print("Rock smashes scissors! You win!")
            count += 1
            won += 1
        else:
            print("Paper covers rock! You lose.")
            count += 1
            lose += 1
    elif user_action == "paper":
        if computer_action == "rock":
            print("Paper covers rock! You win!")
            count += 1
            won += 1
        else:
            print("Scissors cuts paper! You lose.")
            count += 1
```

```
            lose += 1
    elif user_action == "scissors":
        if computer_action == "paper":
            print("Scissors cuts paper! You win!")
            count += 1
            won += 1
        else:
            print("Rock smashes scissors! You lose.")
            count += 1
            lose += 1
# Ask user to play again ?
    play_again = input("Play again? (y/n): ")
    print("----------------------------------")
    print("----------------------------------")
    if play_again.lower() != "y":
# Summary results
        print(f"You played {count} times.")
        print(f"You won {won} times.")
        print(f"You lose {lose} times.")
        print(f"You draw {draw} times.")
        print("----------------------------------")

        break
```

```
Enter a choice (rock , paper, scissors):  Rock
You choose rock, computer choose rock.
Both players selected rock. It's a draw!
Play again? (y/n):  y
----------------------------------
----------------------------------
Enter a choice (rock , paper, scissors):  rocK
You choose rock, computer choose scissors.
Rock smashes scissors! You win!
Play again? (y/n):  y
----------------------------------
----------------------------------
Enter a choice (rock , paper, scissors):  PaPer
You choose paper, computer choose scissors.
Scissors cuts paper! You lose.
Play again? (y/n):  y
----------------------------------
----------------------------------
Enter a choice (rock , paper, scissors):  paper
You choose paper, computer choose scissors.
```

OOP -> ATM

```
class ATM:
    # double underscore => dunder
    def __init__(self, name: str, password: str, comfirm_pin: int, balance:
        self.name = name
        self.password = password
        self.confirm_pin = comfirm_pin
        self.balance = balance
        print("Welcome to 'BNB ATM'")
        print(f"\n Your name account is : {self.name}")
        print(f"\n Your password is : {self.password}")
        print(f"\n Your comfirm pin '6 digits' is : {self.confirm_pin}")
        print(f"\n Your balance : {self.balance}$")

    def check_balance(self):
        message = f"Account: {self.name}, \nAvailable Balance: {self.balance
        print(message)

    def deposit(self):
        amount_dep = float(input("Enter amount to be deposit:$"))
        self.balance += amount_dep
        print(f"Your Deposit: {amount_dep}$")
        print("### Deposit Transaction Successfully ###")
        print(f"\nAvailable Balance: {self.balance}$")

    def withdraw(self):
        amount = float(input("Enter amount to be withdraw:$")) # input witho
        if self.balance >= amount:
            self.balance -= amount
            print(f"You Withdraw: {amount}$")
            print("### Withdraw Transaction Succesfully ###")
            print(f"\nAvailable Balance {self.balance}$")
        else:
            print("\n Insufficient balance!!!  ")


    def transfer(self):
        amount = float(input("Enter amount to be transfer: $")) # input trar
        if self.balance >= amount:
            self.balance -= amount
            print(f"You Transfer: {amount}$")
            print("### Transfer Transaction Succesfully ###")
```

```
            print(f"\nAvailable Balance {self.balance}$")
        else:
            print("\n Insufficient balance!!!  ")

    def change_name(self, new_acc_name: str):
        self.name = new_acc_name
        print(f"New Account Name: {self.name}")
        print("Your account name has been changed.")

    def change_password(self, new_password: str):
        self.password = new_password
        print(f"New Password: {self.password}")
        print("Your password has been changed.")
```

```
bnb = ATM('Prayuth Getout','Thaksin888', 111222, 888)
```

```
Welcome to 'BNB ATM'

 Your name account is : Prayuth Getout

 Your password is : Thaksin888

 Your comfirm pin '6 digits' is : 111222

 Your balance : 888$
```

```
bnb.withdraw()
```

```
Enter amount to be withdraw:$ 880
You Withdraw: 880.0$
### Withdraw Transaction Succesfully ###

Available Balance 8.0$
```

```
bnb.check_balance()
```

```
Account: Prayuth Getout,
Available Balance: 0.0$
```

```
bnb.deposit()
```

```
Enter amount to be deposit:$ 992
Your Deposit: 992.0$
### Deposit Transaction Successfully ###

Available Balance: 1000.0$
```

```
bnb.transfer()
```

```
Enter amount to be transfer: $ 1000
You Transfer: 1000.0$
### Transfer Transaction Succesfully ###

Available Balance 0.0$
```

```
bnb.change_name('Tesla Musk')
```

```
New Account Name: Tesla Musk
Your account name has been changed.
```

```
bnb.check_balance()
```

```
Account: Tesla Musk,
Available Balance: 0.0$
```