In [1]:
```python
import random
def get_user_choice():
    while True:
        print("Enter your choice:")
        print("1. Rock")
        print("2. Paper")
        print("3. Scissors")
        choice = input("Your choice (1/2/3): ")
        if choice in ['1', '2', '3']:
            return int(choice)
        else:
            print("Invalid input! Please enter 1, 2, or 3.")

def get_computer_choice():
    return random.randint(1, 3)

def print_choices(user_choice, computer_choice):
    choices = {1: "Rock", 2: "Paper", 3: "Scissors"}
    print(f"You chose {choices[user_choice]}")
    print(f"Computer chose {choices[computer_choice]}")

def determine_winner(user_choice, computer_choice):
    if user_choice == computer_choice:
        return "DRAW"
    elif (user_choice == 1 and computer_choice == 3) or \
         (user_choice == 2 and computer_choice == 1) or \
         (user_choice == 3 and computer_choice == 2):
        return "USER"
    else:
        return "COMPUTER"

def print_result(winner):
    if winner == "DRAW":
        print("It's a draw!")
    elif winner == "USER":
        print("Congratulations! You win!")
    else:
        print("Computer wins!")

def play_game():
    while True:
        user_choice = get_user_choice()
        computer_choice = get_computer_choice()

        print_choices(user_choice, computer_choice)

        winner = determine_winner(user_choice, computer_choice)
        print_result(winner)

        play_again = input("Do you want to play again? (yes/no): ").lower()
        if play_again != "yes":
            break

    print("Thanks for playing!")

# Start the game
play_game()
```

```
Enter your choice:
1. Rock
2. Paper
3. Scissors
Your choice (1/2/3): 1
You chose Rock
Computer chose Scissors
Congratulations! You win!
Do you want to play again? (yes/no): yes
Enter your choice:
1. Rock
2. Paper
3. Scissors
Your choice (1/2/3): 3
You chose Scissors
Computer chose Rock
Computer wins!
Do you want to play again? (yes/no): no
Thanks for playing!
```

In [ ]: