In [1]:
```
import random

def get_computer_choice():
    return random.choice(['rock', 'paper', 'scissors'])

def get_user_choice():
    choice = input("Enter your choice (rock, paper, scissors): ").lower()
    while choice not in ['rock', 'paper', 'scissors']:
        print("Invalid choice. Please choose rock, paper, or scissors.")
        choice = input("Enter your choice (rock, paper, scissors): ").low
    return choice

def determine_winner(user, computer):
    if user == computer:
        return "tie"
    elif (user == "rock" and computer == "scissors") or \
         (user == "scissors" and computer == "paper") or \
         (user == "paper" and computer == "rock"):
        return "user"
    else:
        return "computer"

def play_game():
    user_score = 0
    computer_score = 0

    print("Welcome to Rock, Paper, Scissors!")

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

        print(f"\nYou chose: {user_choice}")
        print(f"Computer chose: {computer_choice}")

        winner = determine_winner(user_choice, computer_choice)

        if winner == "tie":
            print("It's a tie!")
        elif winner == "user":
            print("You win this round!")
            user_score += 1
        else:
            print("Computer wins this round!")
            computer_score += 1

        print(f"\nScore => You: {user_score} | Computer: {computer_score}

        play_again = input("\nDo you want to play another round? (yes/no)
        if play_again != "yes":
            print("\nThanks for playing!")
            break

# Start the game
play_game()
```

```
Welcome to Rock, Paper, Scissors!
```

```
You chose: paper
Computer chose: rock
You win this round!

Score => You: 1 | Computer: 0
Thanks for playing!
```

In [ ]: