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# Rock, Paper, Scissors game Program

import random

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

def determine_winner(user_choice, computer_choice):
    if user_choice == computer_choice:
        return "It's a tie!"
    elif (user_choice == "rock" and computer_choice == "scissors") or
    \
        (user_choice == "scissors" and computer_choice == "paper") or
    \
        (user_choice == "paper" and computer_choice == "rock"):
        return "You win!"
    else:
        return "You lose!"

def play_game():
    user_score = 0
    computer_score = 0

    while True:
        print("\nRock, Paper, Scissors Game!")
        print("Type 'rock', 'paper', or 'scissors' to play. Type 'exit' to quit.")

        user_choice = input("Your choice: ").lower()

        if user_choice == "exit":
            print("Thanks for playing! Final Score - You:",
user_score, "| Computer:", computer_score)
            break

        if user_choice not in ["rock", "paper", "scissors"]:
            print("Invalid choice! Please try again.")
            continue

        computer_choice = get_computer_choice()
        print(f"Computer chose: {computer_choice}")

        result = determine_winner(user_choice, computer_choice)
        print(result)

        if "win" in result:
            user_score += 1
        elif "lose" in result:
            computer_score += 1

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    print(f"Score - You: {user_score} | Computer:  
{computer_score}")
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play_game()
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Rock, Paper, Scissors Game!

Type 'rock', 'paper', or 'scissors' to play. Type 'exit' to quit.

Your choice: rock

Computer chose: rock

It's a tie!

Score - You: 0 | Computer: 0

Rock, Paper, Scissors Game!

Type 'rock', 'paper', or 'scissors' to play. Type 'exit' to quit.

Your choice: paper

Computer chose: paper

It's a tie!

Score - You: 0 | Computer: 0

Rock, Paper, Scissors Game!

Type 'rock', 'paper', or 'scissors' to play. Type 'exit' to quit.

Your choice: scissors

Computer chose: paper

You win!

Score - You: 1 | Computer: 0

Rock, Paper, Scissors Game!

Type 'rock', 'paper', or 'scissors' to play. Type 'exit' to quit.