import random

def get\_user\_choice():

while True:

user\_choice = input("Choose rock, paper, or scissors: ").lower()

if user\_choice in ["rock", "paper", "scissors"]:

return user\_choice

else:

print("Invalid choice. Please enter rock, paper, or scissors.")

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:

user\_choice = get\_user\_choice()

computer\_choice = get\_computer\_choice()

print(f"\nYou chose {user\_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

print(f"Score: You {user\_score} - {computer\_score} Computer")

play\_again = input("Do you want to play again? (yes/no): ").lower()

if play\_again != "yes":

print("Thanks for playing. Goodbye!")

break

if \_\_name\_\_ == "\_\_main\_\_":

play\_game()