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#rod.py

import random
import sys

print('ROCK, PAPER, SCISSORS')

# These variables keep track of the number of wins, losses and ties
wins = 0
losses = 0
ties = 0

#debug below code only

while True: # The main game loop
    print('%s Wins, %s Losses, %s Ties \n\n' % (wins, losses, ties))
    while True: # The player input loop
        print('Enter your move: (r)ock (p)aper (s)cissors or (q)uit')
        playerMove = input()
        if playerMove == 'q':
            sys.exit() # quit the program
        elif playerMove == 'r' or playerMove == 'p' or playerMove == 's':
            break # Break out of the player input loop
        print("Type one of r, p, s or q")

    # Display what the player choose
    if playerMove == 'r':
        print('ROCK versus...')
    elif playerMove == 'p':
        print('PAPER versus...')
    elif playerMove == 's':
        print('SCISSORS versus...')

    # Display what computer choose
    randomNumber = random.randint(1, 3)
    if randomNumber == 1:
        computerMove = 'r'
        print('ROCK')
    elif randomNumber == 2:
        computerMove = 'p'
        print('PAPER')
    elif randomNumber == 3:
        computerMove = 's'
        print('SCISSORS')

#no errors in below code

# Display and record the win/loss/tie
if playerMove == computerMove:
    print("It's a tie!")
    ties = ties + 1

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elif playerMove == 'r' and computerMove == 's':  
    print("You win!")  
    wins = wins + 1  
elif playerMove == 'p' and computerMove == 'r':  
    print("You win!")  
    wins = wins + 1  
elif playerMove == 's' and computerMove == 'p':  
    print("You win!")  
    wins = wins + 1  
elif playerMove == 'r' and computerMove == 'p':  
    print("You lose!")  
    losses = losses+1  
elif playerMove == 'p' and computerMove == 's':  
    print("You lose!")  
    losses = losses + 1  
elif playerMove == 's' and computerMove == 'r':  
    print("You lose!")  
    losses = losses + 1
```

