import tkinter as tk  
from random import choice  
  
class RockPaperScissors:  
 def \_\_init\_\_(self):  
 self.window = tk.Tk()  
 self.window.title("Rock Paper Scissors")  
 self.window.geometry("300x200")  
 self.player\_score = 0  
 self.computer\_score = 0  
  
 self.player\_score\_label = tk.Label(self.window, text="Player Score: 0", font=("Arial", 12))  
 self.player\_score\_label.pack()  
  
 self.computer\_score\_label = tk.Label(self.window, text="Computer Score: 0", font=("Arial", 12))  
 self.computer\_score\_label.pack()  
  
 self.result\_label = tk.Label(self.window, text="", font=("Arial", 12))  
 self.result\_label.pack()  
  
 self.rock\_button = tk.Button(self.window, text="Rock", command=lambda: self.play("rock"))  
 self.rock\_button.pack(side=tk.LEFT)  
  
 self.paper\_button = tk.Button(self.window, text="Paper", command=lambda: self.play("paper"))  
 self.paper\_button.pack(side=tk.LEFT)  
  
 self.scissors\_button = tk.Button(self.window, text="Scissors", command=lambda: self.play("scissors"))  
 self.scissors\_button.pack(side=tk.LEFT)  
  
 def play(self, player\_choice):  
 choices = ["rock", "paper", "scissors"]  
 computer\_choice = choice(choices)  
  
 if player\_choice == computer\_choice:  
 result = "It's a tie!"  
 elif (player\_choice == "rock" and computer\_choice == "scissors") or \  
 (player\_choice == "paper" and computer\_choice == "rock") or \  
 (player\_choice == "scissors" and computer\_choice == "paper"):  
 result = "Player wins!"  
 self.player\_score += 1  
 else:  
 result = "Computer wins!"  
 self.computer\_score += 1  
  
 self.result\_label['text'] = f"Player: {player\_choice}, Computer: {computer\_choice}, {result}"  
 self.player\_score\_label['text'] = f"Player Score: {self.player\_score}"  
 self.computer\_score\_label['text'] = f"Computer Score: {self.computer\_score}"  
  
 def run(self):  
 self.window.mainloop()  
  
if \_\_name\_\_ == "\_\_main\_\_":  
 game = RockPaperScissors()  
 game.run()