

In [2]: `import random`

```
In [7]: choices = ['rock', 'paper', 'scissors']
computer = random.choice(choices)
player = None
while player not in choices:
    player = input('enter rock, paper, scissors:').lower()
if player == computer:
    print('player:'+player)
    print('computer:'+computer)
    print('draw')
elif player == 'rock':
    if computer == 'paper':
        print('player:'+player)
        print('computer:'+computer)
        print('you lose')
    elif computer == 'scissors':
        print('player:'+player)
        print('computer:'+computer)
        print('you win')
elif player == 'paper':
    if computer == 'scissors':
        print('player:'+player)
        print('computer:'+computer)
        print('you lose')
    elif computer == 'rock':
        print('player:'+player)
        print('computer:'+computer)
        print('you win')
elif player == 'scissors':
    if computer == 'rock':
        print('player:'+player)
        print('computer:'+computer)
        print('you lose')
    elif computer == 'paper':
        print('player:'+player)
        print('computer:'+computer)
        print('you win')
```

```
enter rock, paper, scissors:Scissors
player:scissors
computer:rock
you lose
```