**Rock\_paper\_scissors.py**

# Import random module so we can generate random numbers

import random

# Get our player choice as a string

print("\nChoices: rock - paper - scissors")

player\_choice = input("Which do you choose? -> ")

# Randomly generate a number for our opponent

computer\_number = random.randint(0, 2)

# Assign a choice depending on the number

if(computer\_number == 0):

computer\_choice = "rock"

elif(computer\_number == 1):

computer\_choice = "paper"

else:

computer\_choice = "scissors"

# Output each player's choices before we show the winner

print("\nPlayer: {}\nComputer: {}".format(player\_choice, computer\_choice))

# If both players choose the same, it's a draw

if(player\_choice == computer\_choice):

print("The result is a draw")

# If the player chose rock

elif(player\_choice == "rock"):

if(computer\_choice == "paper"):

print("The computer wins!")

else:

print("The player wins!")

# If the player chose paper

elif(player\_choice == "paper"):

if(computer\_choice == "scissors"):

print("The computer wins!")

else:

print("The player wins!")

# If the player chose scissors

elif(player\_choice == "scissors"):

if(computer\_choice == "rock"):

print("The computer wins!")

else:

print("The player wins!")

# If the player entered anything else

else:

print("That's not a valid option")