A screenshot of a computer program

Description automatically generated

from random import randrange

def main():

user\_choice = 'y'

while user\_choice.lower() == 'y':

# Get the user's weapon

user\_weapon = get\_user\_weapon()

opponent\_weapon = get\_opponent\_weapon()

determine\_winner(user\_weapon, opponent\_weapon)

user\_choice = input("Play again? (y/n): ")

print("\nCompleted by, Colton Carter")

def get\_user\_weapon():

# Print out options for the user

print("\nChoose your weapon:")

print("1: Rock")

print("2: Paper")

print("3: Scissors")

while True:

try:

user\_input = int(input("Enter the number corresponding to your choice (1-3): "))

if user\_input in [1, 2, 3]:

return user\_input

else:

print("Invalid choice! Please select a number between 1 and 3.")

except ValueError:

print("Invalid input! Please enter a valid number.")

def get\_opponent\_weapon():

# Generate a random number between 1 and 3

return randrange(1, 4)

def determine\_winner(user\_weapon, opponent\_weapon):

weapons = {1: 'Rock', 2: 'Paper', 3: 'Scissors'}

print(f"\nYou chose {weapons[user\_weapon]}")

print(f"The opponent chose {weapons[opponent\_weapon]}")

if user\_weapon == opponent\_weapon:

print("It's was a tie!")

elif (user\_weapon == 1 and opponent\_weapon == 3) or \

(user\_weapon == 2 and opponent\_weapon == 1) or \

(user\_weapon == 3 and opponent\_weapon == 2):

print("Winner!")

else:

print("Loser!")

# Use the if \_\_name\_\_ == "\_\_main\_\_" method to call the main function

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

main()