

rock_paper_scissors.py

Lesson 4 Assignment

```
from random import randrange

def get_user_weapon(): print("\nSELECT YOUR WEAPON (1-3)") print("-----")
print("1. Rock") print("2. Paper") print("3. Scissors") choice = int(input("Enter your Weapon:"))
return choice

def get_opponent_weapon(): return randrange(1, 4) # 1-3

def determine_winner(user, opponent): if user == opponent: print("It's a tie!") elif user == 1 and opponent == 3: print("You win, rock crushes scissors!") elif user == 2 and opponent == 1: print("You win, paper covers rock!") elif user == 3 and opponent == 2: print("You win, scissors cut paper!") elif user == 3 and opponent == 1: print("You lose, rock crushes scissors!") elif user == 1 and opponent == 2: print("You lose, paper covers rock!") elif user == 2 and opponent == 3: print("You lose, scissors cut paper!")

def main(): play = "y" while play.lower() == "y": user_weapon = get_user_weapon()
opponent_weapon = get_opponent_weapon()

names = {1: "Rock", 2: "Paper", 3: "Scissors"}
print(f"\nYou chose: {names[user_weapon]}")
print(f"Opponent chose: {names[opponent_weapon]}")

determine_winner(user_weapon, opponent_weapon)

play = input("Want to play again (y/n): ")

print("\nCompleted by, Matthew Valadez")

if name == "main": main()
```

```
# rock_paper_scissors.py - C:/Users/mathh/AppData/Local/Programs/Python/Python313/rock_p...
File Edit Format Run Options Window Help
# rock_paper_scissors.py
# Lesson 4 Assignment

from random import randrange

def get_user_weapon():
    print("\nSELECT YOUR WEAPON (1-3)")
    print("-----")
    print("1. Rock")
    print("2. Paper")
    print("3. Scissors")
    choice = int(input("Enter your Weapon: "))
    return choice

def get_opponent_weapon():
    return randrange(1, 4) # 1-3

def determine_winner(user, opponent):
    if user == opponent:
        print("It's a tie!")
    elif user == 1 and opponent == 3:
        print("You win, rock crushes scissors!")
    elif user == 2 and opponent == 1:
        print("You win, paper covers rock!")
    elif user == 3 and opponent == 2:
        print("You win, scissors cut paper!")
    elif user == 3 and opponent == 1:
        print("You lose, rock crushes scissors!")
    elif user == 1 and opponent == 2:
        print("You lose, paper covers rock!")
    elif user == 2 and opponent == 3:
        print("You lose, scissors cut paper!")

def main():
    play = "y"
    while play.lower() == "y":
        user_weapon = get_user_weapon()
        opponent_weapon = get_opponent_weapon()

        names = {1: "Rock", 2: "Paper", 3: "Scissors"}  
Ln: 52 Col: 0
```

```
"IDLE Shell 3.13.7"
File Edit Shell Debug Options Window Help
You chose: Rock
Opponent chose: Rock
It's a tie!
Want to play again (y/n): y

SELECT YOUR WEAPON (1-3)
-----
1. Rock
2. Paper
3. Scissors
Enter your Weapon: 1

You chose: Rock
Opponent chose: Rock
It's a tie!
Want to play again (y/n): y

SELECT YOUR WEAPON (1-3)
-----
1. Rock
2. Paper
3. Scissors
Enter your Weapon: 2

You chose: Paper
Opponent chose: Paper
It's a tie!
Want to play again (y/n): y

SELECT YOUR WEAPON (1-3)
-----
1. Rock
2. Paper
3. Scissors
Enter your Weapon: 3

You chose: Scissors
Opponent chose: Rock
You lose, rock crushes scissors!
Want to play again (y/n): |  
Ln: 52 Col: 26
```

```
*IDLE Shell 3.13.7*
File Edit Shell Debug Options Window Help
ssors.py
SELECT YOUR WEAPON (1-3)
-----
1. Rock
2. Paper
3. Scissors
Enter your Weapon: 1

You chose: Rock
Opponent chose: Rock
It's a tie!
Want to play again (y/n): y

SELECT YOUR WEAPON (1-3)
-----
1. Rock
2. Paper
3. Scissors
Enter your Weapon: 1

You chose: Rock
Opponent chose: Rock
It's a tie!
Want to play again (y/n): y

SELECT YOUR WEAPON (1-3)
-----
1. Rock
2. Paper
3. Scissors
Enter your Weapon: 2

You chose: Paper
Opponent chose: Paper
It's a tie!
Want to play again (y/n): y

SELECT YOUR WEAPON (1-3)
-----
```

```
rock_paper_scissors.py - C:/Users/math/AppData/Local/Programs/Python/Python313/rock_p...
File Edit Format Run Options Window Help
return choice

def get_opponent_weapon():
    return randrange(1, 4)    # 1-3

def determine_winner(user, opponent):
    if user == opponent:
        print("It's a tie!")
    elif user == 1 and opponent == 3:
        print("You win, rock crushes scissors!")
    elif user == 2 and opponent == 1:
        print("You win, paper covers rock!")
    elif user == 3 and opponent == 2:
        print("You win, scissors cut paper!")
    elif user == 3 and opponent == 1:
        print("You lose, rock crushes scissors!")
    elif user == 1 and opponent == 2:
        print("You lose, paper covers rock!")
    elif user == 2 and opponent == 3:
        print("You lose, scissors cut paper!")

def main():
    play = "y"
    while play.lower() == "y":
        user_weapon = get_user_weapon()
        opponent_weapon = get_opponent_weapon()

        names = {1: "Rock", 2: "Paper", 3: "Scissors"}
        print(f"\nYou chose: {names[user_weapon]}")
        print(f"Opponent chose: {names[opponent_weapon]}")

        determine_winner(user_weapon, opponent_weapon)

        play = input("Want to play again (y/n): ")

    print("\nCompleted by, Matthew Valadez")

if __name__ == "__main__":
    main()
```