from random import \*

ROCK = "r"

PAPER = "p"

SCISSORS = "s"

def MAKeCOMPUTErMOVE():

randomNumber = randint(0,2)

move = ROCK

if (randomNumber == 1):

move = PAPER

elif (randomNumber == 2):

move = SCISSORS

return move

def isPlayerWin(playerMove,COMPUTERmove):

isWin = False

if ((playerMove == ROCK) and (COMPUTERmove == SCISSORS)):

isWin = True

elif ((playerMove == PAPER) and (COMPUTERmove == ROCK)):

isWin = True

elif ((playerMove == SCISSORS) and (COMPUTERmove == PAPER)):

isWin = True

return isWin

def isComputerWin(playerMove,computerMove):

isWin = False

if ((computerMove == ROCK) and (computerMove == SCISSORS)):

isWin = True

elif ((computerMove == PAPER) and (computerMove == ROCK)):

isWin = True

elif ((computerMove == SCISSORS) and (computerMove == PAPER)):

isWin = True

return isWin

while True:

print("Move Choices:")

print(" r for rock")

print(" p for paper")

print(" s for scissors")

print(" end to end the game")

playerMove = input(Enter your move: ")

if (playerMove == "end"):

break

computerMove = MAKeCOMPUTErMOVE()

print("Player Move = ", playerMove)

print("Computer Move = ", computerMove)

if (isPlayerWin(playerMove,computerMove) == True):

print ("You Win!!!")

elif (isComputerWin(playerMove,computerMove) == True)

print ("Sorry... You Lose.")

else:

print("No Winner (strange)")

print(" ")