import random

def get\_computer\_choice():

"""Randomly select rock, paper, or scissors for the computer."""

return random.choice(["rock", "paper", "scissors"])

def determine\_winner(user\_choice, computer\_choice):

"""Determine the winner based on the user's and computer's choices."""

if user\_choice == computer\_choice:

return "It's a tie!"

if (user\_choice == "rock" and computer\_choice == "scissors") or \

(user\_choice == "scissors" and computer\_choice == "paper") or \

(user\_choice == "paper" and computer\_choice == "rock"):

return "You win!"

else:

return "You lose!"

def play\_game():

user\_score = 0

computer\_score = 0

while True:

print("\n--- Rock-Paper-Scissors ---")

user\_choice = input("Enter your choice (rock, paper, or scissors): ").lower()

if user\_choice not in ["rock", "paper", "scissors"]:

print("Invalid choice! Please choose rock, paper, or scissors.")

continue

computer\_choice = get\_computer\_choice()

print(f"Computer chose: {computer\_choice}")

result = determine\_winner(user\_choice, computer\_choice)

print(result)

if "win" in result:

user\_score += 1

elif "lose" in result:

computer\_score += 1

print(f"Score -> You: {user\_score}, Computer: {computer\_score}")

play\_again = input("Do you want to play again? (yes/no): ").lower()

if play\_again != "yes":

print("Thanks for playing!")

break

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

play\_game()

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