**Lesson 1**

# Importing Libraries (useful functions so you don't have to write code from scratch)

import random

# A function is a set of code that runs only when it is called.

# Pay attention to INDENTATION: in Python it is very important (TAB).

# Everything indented is gonna be part of the function.

def get\_choices():

  # Input function: when I want that a variable is the user input.

  # It is going to print the message in the console, and then, the user input will be stored in the variable.

  player\_choice = input("Enter a choice (rock, paper, scissors): ")

  # Lists: to store multiple items in a single variable

  options = ["rock", "paper", "scissors"]

  # Arguments: functions can receive data when they are called. I can specify arguments inside the brackets:

  computer\_choice = random.choice(options)

  # Dictionaries: used to store data values in key value pairs. Values can be also variables. And a variable can be a dictionary.

  choices = {"player": player\_choice, "computer": computer\_choice}

  return choices

def check\_win(player, computer):

  # Concatenate: to put together strings and variables.

  print(f"You chose {player}, computer chose {computer}.")

  # Remember to use two equal signs. If different, use !=

  if player == computer:

    return "It's a tie!"

  elif player == "rock":

    if computer == "scissors":

      return "Rock smashes scissors! You win!"

    else:

      return "Paper covers rock! You lose."

  elif player == "paper":

    if computer == "rock":

      return "Paper covers rock! You win!"

    else:

      return "Scissors cut paper! You lose."

  elif player == "scissors":

    if computer == "paper":

      return "Scissors cut paper! You win!"

    else:

      return "Rock smashes scissors! You lose."

    #Nested if statements: to make the code more readable.

choices = get\_choices()

# Choices is a dictionary, because the function get\_choices returns a dictionary

# To extract values from a dictionary, use brackets and the corresponding key:

result = check\_win(choices["player"], choices["computer"])

print(result)