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"""Design
 a two-player Rock-Paper-Scissor game"""
RSP=["rock","paper","scissor"]
m="MENU"
c=m.center(30,"=")
while 1:
  print(c)
  print("1.Single player\n2.Double player\n3.Exit\n")
  ch=int(input("Enter nuber for how you want to play::"))
  if ch==1:
       print(RSP)
       m=str(input("My turn::"))
       import random
       r=random.choice(RSP)
       print("Computer's turn::")
       print(r)
       if r==m:
         print("Same")
          print("-----\n")
       elif m==RSP[0] and r==RSP[1]:
          print("Computer win")
          elif (m==RSP[0] and r==RSP[2]):
          print("You win")
          print(":):):):):):):):):):):):):):):):):)
       elif (m==RSP[1] and r==RSP[0]):
          print("You win")
          elif (m == RSP[1] and r == RSP[2]):
          print("Computer win")
          elif (m==RSP[2] and r==RSP[0]):
          print("Computer win")
          print(":):):):):):):):):):):):):):):):):):)
       elif (m==RSP[2] and r==RSP[1]):
          print("You win")
```

Rock Paper scissor

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if ch==2:
      n=str(input("Your turn::"))
      p=str(input("Sec player::"))
      if n==p:
        print("Same")
        print("-----\n")
      elif (n==RSP[0] and p==RSP[1]):
        print("Friend win")
        print(":):):):):):):):):):):):):):):)):)
      elif (n==RSP[0] and p==RSP[2]):
        print("You win")
        elif (n==RSP[1] and p==RSP[0]):
        print("You win")
        print(":):):):):):):):):):):):):):):))
      elif (n==RSP[1] and p==RSP[2]):
        print("Friend win")
        print(":):):):):):):):):):):):):):):)
      elif (n==RSP[2] and p==RSP[0]):
        print("Friend win")
        print(":):):):):):):):):):):):):):):)
      elif (n==RSP[2] and p==RSP[1]):
        print("You win")
        print(":):):):):):):):):):):):):):):):)
```

if ch==3: break