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import tkinter as tk

import random

def play(user_choice, computer_choice):

    if user_choice == computer_choice:

        return "It's a tie!"

    elif user_choice == "rock" and computer_choice == "scissors":

        return "You win! Rock smashes scissors."

    elif user_choice == "paper" and computer_choice == "rock":

        return "You win! Paper covers rock."

    elif user_choice == "scissors" and computer_choice == "paper":

        return "You win! Scissors cuts paper."

    else:

        return f"You lose! {computer_choice.capitalize()} beats {user_choice.capitalize()}."

def button_click(choice):

    global user_choice

    user_choice = choice.lower()

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

    result_text.set(play(user_choice, computer_choice))

window = tk.Tk()

window.title("Rock Paper Scissors")

title_label = tk.Label(window, text="Rock Paper Scissors", font=("Arial", 20))

title_label.pack(pady=20)

user_choice_label = tk.Label(window, text="Choose your weapon:")

user_choice_label.pack()
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rock_button = tk.Button(window, text="Rock", command=lambda: button_click("rock"))
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rock_button.pack(pady=5)
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paper_button = tk.Button(window, text="Paper", command=lambda: button_click("paper"))
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paper_button.pack(pady=5)
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scissors_button = tk.Button(window, text="Scissors", command=lambda: button_click("scissors"))
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scissors_button.pack(pady=5)
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user_choice = ""
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result_text = tk.StringVar()
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result_label = tk.Label(window, textvariable=result_text, font=("Arial", 16))
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result_label.pack(pady=20)
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window.mainloop()
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