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In [ ]: import random
user_action=input("Enter a choice (rock,paper,scissors):- ")
possible_action= [ "rock" , "paper" , "scissors" ]
computer_action=random.choice(possible_action)
print(f"\nYou chose {user_action}, computer chose {computer_action}.\n")

if user_action==computer_action:
    print(f"both players selected {user_Action}. Its a tie!")
elif user_action=="rock":
    if computer_action=="scissors":
        print("You win!")
    else:
        print("You lose")
elif user_action=="paper":
    if computer_action=="rock":
        print("Yow win!")
    else:
        print("You lose")
elif user_action=="scissors":
    if computer_action=="paper":
        print("You win!")
    else:
        print("You lose")
```

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In [ ]:
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