import random

def numberToName(number):

if number==1:

result="rock"

elif number==2:

result="paper"

elif number==3:

result="scissors"

return result

pass

def rockPaperScissors():

number=int(input())

print("Player 1 Chooses ", numberToName(number))

number2=random.randint(0,3)

print ("Player 2 Chooses ", numberToName(number2))

if number==number2:

print("T")

elif number=="rock" and number2=="paper"

print("L")

elif number == "rock" and number2 == "scissors"

print("W")

elif number == "paper" and number2 == "rock"

print("W")

elif number == "paper" and number2 == "scissors"

print("L")

elif number == "scissors" and number2 == "paper"

print("W")

elif number == "scissors" and number2 == "rock"

print("L")

pass

def countLetters(word, char):

#Implement Function

pass

if \_\_name\_\_ == '\_\_main\_\_':

userInput = 0

while userInput != -1:

print("\nPlease select one of the menu options")

print(" 1. Start game of rock, paper, scissors")

print("-1. to exit the program.")

userInput = input()

if (userInput == '1'):

print('\nStarting Game... Input 1 for rock, 2 for paper or 3 for scissor.\n')

matchHistory = ""

while ():

# Implement Code

pass

elif(userInput == '-1'):

break