Source code for Rock-paper-scissor game:

import random

def get\_computer\_choice():

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

def get\_winner(user, computer):

if user == computer:

return "tie"

elif (

(user == "rock" and computer == "scissors") or

(user == "scissors" and computer == "paper") or

(user == "paper" and computer == "rock")

):

return "user"

else:

return "computer"

def main():

user\_score = 0

computer\_score = 0

print("🎮 Welcome to Rock, Paper, Scissors Game!")

while True:

print("\nChoose your move: rock, paper, or scissors")

user\_choice = input("Your choice: ").lower()

if user\_choice not in ["rock", "paper", "scissors"]:

print("❗ Invalid input. Please enter rock, paper, or scissors.")

continue

computer\_choice = get\_computer\_choice()

print(f"🧑 You chose: {user\_choice}")

print(f"🤖 Computer chose: {computer\_choice}")

winner = get\_winner(user\_choice, computer\_choice)

if winner == "tie":

print("😐 It's a tie!")

elif winner == "user":

print("🎉 You win!")

user\_score += 1

else:

print("💻 Computer wins!")

computer\_score += 1

print(f"🏆 Score => You: {user\_score} | Computer: {computer\_score}")

play\_again = input("\nDo you want to play again? (yes/no): ").lower()

if play\_again != "yes":

print("👋 Thanks for playing! Goodbye.")

break

if \_\_name\_\_ == "\_\_main\_\_":

main()

Output:

