

This Project is Created By Jyotirmay Chowdhury.

<https://jyotirmaychowdhury.pages.dev/>

```
import random

exit = False
user_points = 0
computer_points = 0

while exit == False:
    options = ["rock", "paper", "scissors"]
    user_input = input("Choose rock, paper, scissors or exit: ")
    computer_input = random.choice(options)

    if user_input == "exit" :
        print("Game ended")
        print("You won a total score of "+str(user_points)+" and the computer total score is " +str(computer_points))
        exit = True

    if user_input == "rock":
        if computer_input == "rock":
            print("Your input is rock")
            print("computer input is rock")
            print("It is a tie!")
        elif computer_input == "paper":
            print("Your input is rock")
            print("computer input is paper")
            print(" computer wins")
            computer_points += 1
        elif computer_input == "scissors":
            print("Your input is rock")
            print("computer input is scissors")
            print("you win")
            user_points += 1

    elif user_input == "paper":
        if computer_input == "rock":
            print("Your input is paper")
            print("computer input is rock")
```

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```
        print("you win!")
        user_points += 1
    elif computer_input == "paper":
        print("Your input is paper")
        print("computer input is paper")
        print("it's a tie!")
    elif computer_input == "scissors":
        print("Your input is paper")
        print("computer input is scissors")
        print("computer wins")
        computer_points += 1

elif user_input == "scissors":
    if computer_input == "rock":
        print("Your input is scissors")
        print("computer input is rock")
        print("computer win!")
        computer_points += 1
    elif computer_input == "paper":
        print("Your input is scissors")
        print("computer input is paper")
        print("you win")
        user_points += 1
    elif computer_input == "scissors":
        print("Your input is scissors")
        print("computer input is scissors")
        print("its a tie")

elif user_input != " rock" or user_input != "paper" or user_input !=
"scissors":
    print("Invalid Input")
```

**Sure, let's break down this Python code step by step:**

- 1. Import the `random` module to generate random computer choices.**
- 2. Initialize some variables:**
  - **`exit`:** A boolean flag to control the main game loop.
  - **`user_points`:** Keeps track of the user's score.
  - **`computer_points`:** Keeps track of the computer's score.
- 3. Enter a `while` loop that runs as long as `exit` is `False`, meaning the game continues until the user chooses to exit.**
- 4. Create a list called `options` that contains three choices: "rock," "paper," and "scissors."**
- 5. Prompt the user to input their choice: "rock," "paper," "scissors," or "exit."**
- 6. Generate a random choice for the computer using `random.choice(options)`.**
- 7. Check the user's input:**
  - If the user types "exit," the game ends. It prints the total scores and sets `exit` to `True` to exit the loop.
  - If the user inputs "rock," "paper," or "scissors," the game proceeds to compare the user's choice with the computer's choice to determine the winner.
- 8. Inside the comparisons, you have three cases for each user input (rock, paper, or scissors) and three possibilities for the computer's choice (rock, paper, or scissors). The code handles**

these combinations to decide the winner and update the scores.

9. If the user's input does not match any of the valid options ("rock," "paper," "scissors," or "exit"), it prints "Invalid Input."

Here's a summary of the game logic:

- User and computer make choices.
- The code compares the choices to determine the winner or if it's a tie.
- Scores are updated based on the game's outcome.
- The game continues until the user decides to exit.

1) One potential issue in the code is the last **elif** condition:

```
----> elif user_input != " rock" or user_input != "paper" or user_input  
!= "scissors":
```

2) It should be corrected to:

```
----> elif user_input != "rock" and user_input != "paper" and  
user_input != "scissors":
```

This way, it properly checks if the user input is not one of the valid choices.