

Name	Date Modified
autosave	30/12/2020 11:07
config	18/12/2020 10:00
lsp_paths	18/12/2020 10:01
plugins	18/12/2020 10:00
spyder.lock	23/06/2021 11:48
history_internal.py	23/06/2021 11:50
history.py	23/06/2021 11:52
langconfig	18/12/2020 10:00
onlinehelp	30/12/2020 12:57
pdb_history.sqlite	23/06/2021 11:51

Variable explorer Help Plots Files

Console 1/A

paper vs scissor->scissor wins

Enter choice

1. Rock
2. paper
3. scissor

user turn:1

user choice is :Rock

Now its computer turn.....

computer choice is : paper

RockV/spaper

paper wins =><==computer wins==>

do you want to play again?(Y/N)

IPython console History

LSP Python: ready

conda: base (Python 3.8.3)

Line 16, Col 35

ASCII

CRLF

RW

Mem 85%

ENG

11:59

23/06/2021



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delete

home

end

pg

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num  
lock



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Variable explorer Help Plots Files

Console 1/A

```
In [3]: runfile('C:/Users/micnu/.spyder-py3/Temp.py', wdir='C:/Users/micnu/.spyder-py3')
winning rules of the rock paper scissor game as follows:
```

Rock vs paper->paper wins

Rock vs scissor->Rock wins

paper vs scissor->scissor wins

Enter choice

1. Rock

2. paper

3. scissor

user turn:1

user choice is :Rock

Now its computer turn.....

computer choice is : paper

RockV/spaper

IPython console History

LSP Python: ready

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Line 16, Col 35

ASCII

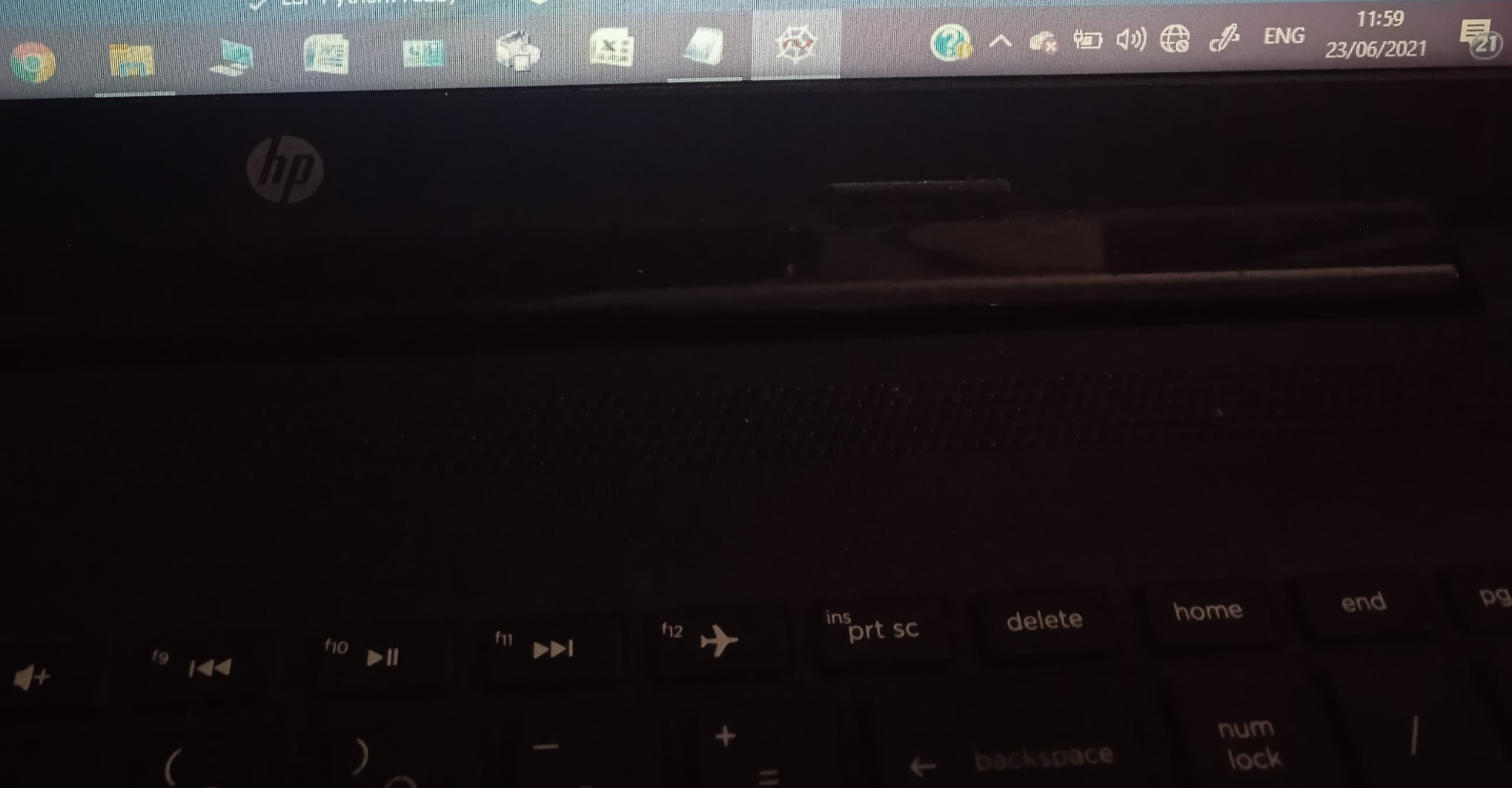
CRLF

RW

Mem 85%

11:59  
23/06/2021

21





```
30 if((choice==1 and comp_choice==1)).
31     (choice==2 and comp_choice==1)).
32     print("paper wins =>",end="")
33     result="paper"
34 elif((choice==1 and comp_choice==3)or
35     (choice==3 and comp_choice==1)):
36     print("Rock wins =>",end="")
37     result="Rock"
38
39 else:
40     print("scissor wins=>",end="")
41     result="scissor"
42 if result==choice_name:
43     print("<==user wins==>")
44
45 else:
46     print("<==computer wins==>")
47     print("do you want to play again?(Y/N)")
48     ans=input()
49     if ans == "n" or ans == "N":
50         break
51     print("\nthanks for playing")
52
53
54
```



Type here to search







MICRO\spyder-py3\temp.py

.py

```
import random
print("winning rules of the rock paper scissor game as follows:\n"
      +"Rock vs paper->paper wins \n"
      +"Rock vs scissor->Rock wins\n"
      +"paper vs scissor->scissor wins\n")
while True:
    print("Enter choice\n 1. Rock\n 2. paper \n 3. scissor \n")
    choice=int(input("user turn:"))
    while choice>3 or choice<1:
        choice=int(input("enter valid input :"))
    if choice ==1:
        choice_name = "Rock"
    elif choice ==2:
        choice_name = "paper"
    else:
        choice_name = "scissor"
    print("user choice is :"+ choice_name)
    print("\nNow its computer turn.....")
    comp_choice = random.randint(1,3)
    while comp_choice==choice:
        comp_choice=random.randint(1,3)
    if comp_choice == 1:
        comp_choice_name = "Rock"
    elif comp_choice == 2:
        comp_choice_name="paper"
    else:
        comp_choice_name="scissor"

    print("computer choice is : "+ comp_choice_name)
    print(choice_name+"V/s"+comp_choice_name)
    if((choice==1 and comp_choice==2)or
       (choice==2 and comp_choice==1)):
        print("paper wins =>",end="")
        result="paper"
    elif((choice==1 and comp_choice==3)or
         (choice==3 and comp_choice==1)):
        print("Rock wins =>".end="")
```