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In [*]: import random
def get_user_choice():
    while True:
        user_choice = input("Choose Rock, Paper, or Scissors: ").strip().lower
        if user_choice in ['rock', 'paper', 'scissors']:
            return user_choice
        else:
            print("Invalid choice. Please choose Rock, Paper, or Scissors.")
def get_computer_choice():
    return random.choice(['rock', 'paper', 'scissors'])
def determine_winner(user_choice, computer_choice):
    if user_choice == computer_choice:
        return "It's a tie!"
    elif (user_choice == 'rock' and computer_choice == 'scissors') or \
        (user_choice == 'paper' and computer_choice == 'rock') or \
        (user_choice == 'scissors' and computer_choice == 'paper'):
        return "You win!"
    else:
        return "Computer wins!"
def play_game():
    user_choice = get_user_choice()
    computer_choice = get_computer_choice()

    print(f"You chose {user_choice}.")
    print(f"Computer chose {computer_choice}.")

    result = determine_winner(user_choice, computer_choice)
    print(result)
if __name__ == "__main__":
    print("Welcome to Rock, Paper, Scissors!")
    while True:
        play_game()
        play_again = input("Do you want to play again? (yes/no): ").strip().lc
        if play_again != 'yes':
            break

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Welcome to Rock, Paper, Scissors!
Choose Rock, Paper, or Scissors: rock
You chose rock.
Computer chose scissors.
You win!
Do you want to play again? (yes/no): yes
Choose Rock, Paper, or Scissors: paper
You chose paper.
Computer chose rock.
You win!

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Do you want to play again? (yes/no):