import tkinter as tk

import random

class RockPaperScissors:

    def \_\_init\_\_(self):

        self.user\_wins = 0

        self.computer\_wins = 0

        self.ties = 0

        self.window = tk.Tk()

        self.window.title("Rock Paper Scissors")

        self.window.geometry("300x400")

        # Score display

        self.score\_label = tk.Label(self.window, text="Score: You 0 - 0 Computer",

                                   font=('Arial', 12))

        self.score\_label.pack(pady=10)

        # Game buttons

        tk.Button(self.window, text="🪨 Rock", width=15, height=2,

                 font=('Arial', 12), command=lambda: self.play('Rock')).pack(pady=5)

        tk.Button(self.window, text="📄 Paper", width=15, height=2,

                 font=('Arial', 12), command=lambda: self.play('Paper')).pack(pady=5)

        tk.Button(self.window, text="✂️ Scissors", width=15, height=2,

                 font=('Arial', 12), command=lambda: self.play('Scissors')).pack(pady=5)

        # Result display

        self.result\_label = tk.Label(self.window, text="Make your choice!",

                                    font=('Arial', 14), pady=20)

        self.result\_label.pack()

        # Reset button

        tk.Button(self.window, text="Reset Score",

                 command=self.reset\_score).pack(pady=10)

    def decide\_winner(self, 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 == 'Scissors' and computer\_choice == 'Paper') or \

             (user\_choice == 'Paper' and computer\_choice == 'Rock'):

            return "You Win!"

        else:

            return "Computer Wins!"

    def play(self, user\_choice):

        computer\_choice = random.choice(['Rock', 'Paper', 'Scissors'])

        result = self.decide\_winner(user\_choice, computer\_choice)

        # Update score

        if "You Win" in result:

            self.user\_wins += 1

        elif "Computer Wins" in result:

            self.computer\_wins += 1

        else:

            self.ties += 1

        # Update displays

        self.result\_label.config(text=f"Your choice: {user\_choice}\n"

                                     f"Computer's choice: {computer\_choice}\n{result}")

        self.score\_label.config(text=f"Score: You {self.user\_wins} - {self.computer\_wins} Computer")

    def reset\_score(self):

        self.user\_wins = self.computer\_wins = self.ties = 0

        self.score\_label.config(text="Score: You 0 - 0 Computer")

        self.result\_label.config(text="Make your choice!")

    def run(self):

        self.window.mainloop()

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

    game = RockPaperScissors()

    game.run()



