Random Module Generation project

(# Rock vs Paper --> Paper wins, Rock vs Scissor--> Rock wins, Paper vs Scissor--> Scissor Wins.

In [ ]:
```
import random

while True:
    user_choice = input("# Enter a choice (rock, paper, scissors):-   ")
    possible_actions = ["rock", "paper", "scissors"]
    computer_choice = random.choice(possible_actions)
    print(f"\nYou choose {user_choice}, computer choose {computer_choice}.\n")

    if user_choice == computer_choice:
        print(f"Both players selected {user_choice}. It's a tie!")
    elif user_choice == "rock":
        if computer_choice == "scissors":
            print("Rock smashes scissors! You win!")
        else:
            print("Paper covers rock! You lose.")
    elif user_choice == "paper":
        if computer_choice == "rock":
            print("Paper covers rock! You win!")
        else:
            print("Scissors cuts paper! You lose.")
    elif user_choice == "scissors":
        if computer_choice == "paper":
            print("Scissors cuts paper! You win!")
        else:
            print("Rock smashes scissors! You lose.")
```

```
# Enter a choice (rock, paper, scissors):-   paper

You choose paper, computer choose scissors.

Scissors cuts paper! You lose.
# Enter a choice (rock, paper, scissors):-   rock

You choose rock, computer choose scissors.

Rock smashes scissors! You win!
# Enter a choice (rock, paper, scissors):-   paper

You choose paper, computer choose rock.

Paper covers rock! You win!
# Enter a choice (rock, paper, scissors):-   scissors
```

```
You choose scissors, computer choose rock.

Rock smashes scissors! You lose.
# Enter a choice (rock, paper, scissors):-   rock

You choose rock, computer choose scissors.

Rock smashes scissors! You win!
# Enter a choice (rock, paper, scissors):-   rock

You choose rock, computer choose paper.

Paper covers rock! You lose.
```

In [ ]: