

```
1 import random
2
3 rock = [" "]
4 paper = [" "]
5 scissors = [" "]
6 game_images = [rock, paper, scissors]
7 user_choice = int(input("what do you choose? type 0
   for rock, 1 for paper or 2 for scissors\n"))
8 if user_choice >= 3 or user_choice < 0:
9     print("you choose a wrong number . so you loose")
10 else:
11
12     print(game_images[user_choice])
13     computers_choice = random.randint(0, 2)
14     print(game_images[computers_choice])
15     print(f"computerchoose{computers_choice}")
16     if user_choice == 0 and computers_choice == 2:
17         print("user wins")
18     elif user_choice >= 3 or user_choice < 0:
19         print("you choose a wrong number . so you
   loose")
20     elif computers_choice == 0 and user_choice == 2:
21         print("you lose")
22     elif computers_choice > user_choice:
23         print("you lose")
24     elif user_choice > computers_choice:
25         print("you win")
26     elif computers_choice == user_choice:
27         print("its a draw")
28
```