

PROJECT

Create the Rock, Paper and scissors game with python . We need to take the user's choice and then we need to compare it with the computer choice which is taken using the random module in python from a list of choices, and if the user wins , then the score will increase by 1

SECTION: KOC48

GROUP:

NAME: MUSKAN AHUJA

REGISTRATION NO.:12223952

NAME: NAINSY SONI

REGISTRATION NO.: 12222259

NAME: KUMARI SWATI

REGISTRATION NO.:12223919

CODE

```
• import random
•
  user_choice =int(input("What do you choose? Type 0 for Rock,1 for Paper or 2 for Scissors.\n"))
• print(user_choice)
•
  computer_choice = random.randint(0,2)
• print("Computer chose")
• print(computer_choice)
•
  if (user_choice >=3 or user_choice <0):
•     print("You typed an invalid number ,you lose!")
• elif(user_choice==0 and computer_choice ==2):
•     print("You Win!")
• elif(computer_choice == 0 and user_choice ==2):
•     print("you lose")
• elif(computer_choice>user_choice):
•     print("you lose")
• elif(user_choice>computer_choice):
•     print("You win!")
• elif(computer_choice == user_choice):
•     print("It is a draw")
•
```

ROCK

OUTPUT

```
import random

user_choice =int(input("What do you choose? Type 0 for Rock,1 for Paper or 2 for Scissors.\n"))
print(user_choice)

computer_choice = random.randint(0,2)
print("Computer chose")
print(computer_choice)

if (user_choice >=3 or user_choice <0):
    print("You typed an invalid number ,you lose!")
elif(user_choice==0 and computer_choice ==2):
    print("You Win!")
elif(computer_choice == 0 and user_choice ==2):
    print("you lose")
elif(computer_choice>user_choice):
    print("you lose")
elif(user_choice>computer_choice):
    print("You win!")
elif(computer_choice == user_choice):
    print("It is a draw")
|
```



```
What do you choose? Type 0 for Rock,1 for Paper or 2 for Scissors.
0
0
Computer chose
2
You Win!
```

PAPER:

```
import random

user_choice =int(input("What do you choose? Type 0 for Rock,1 for Paper or 2 for Scissors.\n"))
print(user_choice)

computer_choice = random.randint(0,2)
print("Computer chose")
print(computer_choice)

if (user_choice >=3 or user_choice <0):
    print("You typed an invalid number ,you lose!")
elif(user_choice==0 and computer_choice ==2):
    print("You Win!")
elif(computer_choice == 0 and user_choice ==2):
    print("you lose")
elif(computer_choice>user_choice):
    print("you lose")
elif(user_choice>computer_choice):
    print("You win!")
elif(computer_choice == user_choice):
    print("It is a draw")
|
```

What do you choose? Type 0 for Rock,1 for Paper or 2 for Scissors.

1

1

Computer chose

2

you lose

SCISSORS

```
import random

user_choice =int(input("What do you choose? Type 0 for Rock,1 for Paper or 2 for Scissors.\n"))
print(user_choice)

computer_choice = random.randint(0,2)
print("Computer chose")
print(computer_choice)

if (user_choice >=3 or user_choice <0):
    print("You typed an invalid number ,you lose!")
elif(user_choice==0 and computer_choice ==2):
    print("You Win!")
elif(computer_choice == 0 and user_choice ==2):
    print("you lose")
elif(computer_choice>user_choice):
    print("you lose")
elif(user_choice>computer_choice):
    print("You win!")
elif(computer_choice == user_choice):
    print("It is a draw")
```



```
What do you choose? Type 0 for Rock,1 for Paper or 2 for Scissors.
2
2
Computer chose
2
It is a draw
```