

In [1]: # PROGRAM TO IMPLEMENT STONE, PAPER, SCISSORS GAME IN PYTHON

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In [2]: import random
print("-----STONE PAPER SCISSORS-----")

print('Winning rules of this game are :\n' + "Stone vs Paper -> Paper wins \n" + "Stone vs Scissors -> Rock wins \n"

user_choice=str(input("Enter a move - Stone, Paper or Scissors:"))
val_list=["stone","paper","scissors"]
computer_choice=random.choice(val_list)
print("User's move:",user_choice.lower(),"\tComputer's move:",computer_choice)
if user_choice.lower()==computer_choice:
    print("Tie")
elif user_choice.lower()=="stone":
    if computer_choice=="paper":
        print("Paper will cover Stone\nComputer Won")
    elif computer_choice=="scissors":
        print("Stone will be destroyed by Scissors\nYou Won")
elif user_choice.lower()=="paper":
    if computer_choice=="stone":
        print("Paper will cover Stone\nYou Won")
    elif computer_choice=="scissors":
        print("Paper will be cut by Scissors\nComputer Won")
elif user_choice.lower()=="scissors":
    if computer_choice=="stone":
        print("Stone will be destroyed by Scissors\nComputer Won")
    elif computer_choice=="paper":
        print("Paper will be cut by Scissors\nYou Won")
else:
    print("Invalid Move")
```

-----STONE PAPER SCISSORS-----  
Winning rules of this game are :  
Stone vs Paper -> Paper wins  
Stone vs Scissors -> Rock wins  
Paper vs Scissors -> Scissor wins

Enter a move - Stone, Paper or Scissors:paper  
User's move: paper      Computer's move: stone  
Paper will cover Stone  
You Won

In [ ]: