

Project :- Rock,paper, scissors

```
from random import randint
```

```
#create a list of play options
```

```
t = ["Rock", "Paper", "Scissors"]
```

```
#assign a random play to the computer
```

```
computer = t[randint(0,2)]
```

```
#set player to False
```

```
player = False
```

```
while player == False:
```

```
#set player to True
```

```
    player = input("Rock, Paper, Scissors?")
```

```
if player == computer:
    print("Tie!")
elif player == "Rock":
    if computer == "Paper":
        print("You lose!", computer, "covers",
player)
    else:
        print("You win!", player, "smashes",
computer)
elif player == "Paper":
    if computer == "Scissors":
        print("You lose!", computer, "cut",
player)
    else:
        print("You win!", player, "covers",
computer)
elif player == "Scissors":
```

```
    if computer == "Rock":  
        print("You lose...", computer, "smashes",  
player)  
    else:  
        print("You win!", player, "cut",  
computer)  
    else:  
        print("That's not a valid play. Check your  
spelling!")  
    #player was set to True  
    player = False  
    computer = t[randint(0,2)]
```

Output:-

Rock, Paper, Scissors?Rock

You win! Rock smashes Scissors

Rock, Paper, Scissors?Paper

You lose! Scissors cut Paper

Rock, Paper, Scissors?Scissors

You win! Scissors cut Paper

Rock, Paper, Scissors?