

```

1 import random as rd
2 import pandas as pd
3
4
5 def pyc_game() :
6     win = 0
7     lose = 0
8     draw = 0
9     sign = ["paper", "hammer", "scissor"]
10    key = [0, 1, 2]
11    pyc = pd.DataFrame({"key" : key,
12                       "sign" : sign})
13
14    user_name = input("What is your name? : ")
15    while True :
16        # greeting
17        print(f"Hi! {user_name} I\'m pao ying chub game.\n")
18        print("Press 1 to play game\n")
19        print("Press 2 to quit\n")
20        user_press = input("Play or quit? : ")
21
22        if (user_press == "1") :
23            while True :
24                print("\n")
25                print("Bot choose XXX\n")
26                print(pyc.to_string(index = False))
27                print("\n")
28                user_choose = int(input("What do you want to choose ? 0, 1, 2 or 3 to get back?: \n"))
29
30                if user_choose == 3 :
31                    break
32                elif (user_choose in key) :
33                    user_choose_sign = pyc[pyc["key"]== user_choose]["sign"].to_string(index = False)
34                    print(f"You have choosed {user_choose_sign}.")
35                    bot_choose = rd.choice(sign)
36                    print(f"Bot has choosed {bot_choose}.")
37                    # Win loop
38                    if (user_choose_sign == "paper" and bot_choose == "hammer" or \
39                        user_choose_sign == "hammer" and bot_choose == "scissor" or \
40                        user_choose_sign == "scissor" and bot_choose == "paper") :
41                        print("You win! \n")
42                        win +=1
43                        print(f"Win : {win} \n")
44                        print(f"Lose : {lose} \n")
45                        print(f"Draw : {draw} \n")
46
47                    # Draw loop
48                    elif (user_choose_sign == bot_choose) :
49                        print("Draw! \n")
50                        draw +=1
51                        print(f"Win : {win} \n")
52                        print(f"Lose : {lose} \n")
53                        print(f"Draw : {draw} \n")
54
55                    # Lose loop
56                    elif (user_choose_sign == "hammer" and bot_choose == "paper" or \
57                        user_choose_sign == "scissor" and bot_choose == "hammer" or \
58                        user_choose_sign == "paper" and bot_choose == "scissor") :
59                        print("You lose! \n")
60                        lose +=1
61                        print(f"Win : {win}")
62                        print(f"Lose : {lose}")
63                        print(f"Draw : {draw}")
64
65                else :
66                    print("Invalid input X!")
67            elif (user_press == "2") :
68                break
69        else :
70            print("Invalid Input!")
71
72
73
74
75
76

```

77
78
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80

```
1 pyc_game()  
2
```

```
0 paper  
1 hammer  
2 scissor
```

What do you want to choose ? 0, 1, 2 or 3 to get back?:

0

You have choosed paper.

Bot has choosed paper.

Draw!

Win : 0

Lose : 1

Draw : 1

Bot choose XXX

```
key    sign  
0      paper  
1      hammer  
2      scissor
```

What do you want to choose ? 0, 1, 2 or 3 to get back?:

1

You have choosed hammer.

Bot has choosed hammer.

Draw!

Win : 0

Lose : 1

Draw : 2

Bot choose XXX

```
key    sign  
0      paper  
1      hammer  
2      scissor
```

What do you want to choose ? 0, 1, 2 or 3 to get back?:

3

Hi! Mart I'm pao ying chub game.

Press 1 to play game

Press 2 to quit

Play or quit? : 2