rock, paper, secior python project

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```python
[24]: import random
      def game(comp,you):
          if comp==you:
              return None
          elif comp=="r":
              if you=="p":
                  return True
              elif you=="s":
                  return False
          elif comp=="p":
              if you=="s":
                  return True
              elif you=="r":
                  return False
          elif comp=="s":
              if you=="r":
                  return True
              elif you=="p":
                  return False

      print("comp turn:rock(r),paper(p) or secior(s)")
      ranNo=random.randint(1,3)
      if ranNo==1:
          comp="r"
      elif ranNo==2:
          comp="p"
      elif ranNo==3:
          comp="s"

      you=input("your turn: rock(r),paper(p) or secior(s)?")
      a=game(comp,you)
      if a==None:
          print("The game is tie")
      elif a==True:
          print("you win")
      elif a==False:
          print("you lose")
```

```
comp turn:rock(r),paper(p) or secior(s)
your turn: rock(r),paper(p) or secior(s)?r
The game is tie
```

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