



Program : Imperfect information game - ROCK PAPER SCISSORS

```
1. import random

def get_player_choice():
    return random.choice(["Rock", "Paper", "Scissors"])

def determine_winner(player1_choice, player2_choice):
    if player1_choice == player2_choice:
        return "It's a tie!"
    elif (
        (player1_choice == "Rock" and player2_choice == "Scissors")
or
        (player1_choice == "Scissors" and player2_choice ==
"Paper") or
        (player1_choice == "Paper" and player2_choice == "Rock")
    ):
        return "Player 1 wins!"
    else:
        return "Player 2 wins!"

def play_imperfect_information_game():
    print("Welcome to the Rock, Paper, Scissors Imperfect
Information Game!")
    input("Press Enter to reveal your choices...")

    player1_choice = get_player_choice()
    player2_choice = get_player_choice()

    print(f"Player 1 chose: {player1_choice}")
    print(f"Player 2 chose: {player2_choice}")
```



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```
result = determine_winner(player1_choice, player2_choice)
print(result)

if __name__ == "__main__":
    play_imperfect_information_game()
```

Output

```
Welcome to the Rock, Paper, Scissors Imperfect Information Game!
Press Enter to reveal your choices...Rock
Player 1 chose: Paper
Player 2 chose: Scissors
Player 2 wins!
```

```
Welcome to the Rock, Paper, Scissors Imperfect Information Game!
Press Enter to reveal your choices...Paper
Player 1 chose: Scissors
Player 2 chose: Paper
Player 1 wins!
```

```
Welcome to the Rock, Paper, Scissors Imperfect Information Game!
Press Enter to reveal your choices...
Player 1 chose: Rock
Player 2 chose: Rock
It's a tie!
```