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import random
```

```
def get_computer_choice():  
    choices = ["rock", "paper", "scissors"]  
    return random.choice(choices)
```

```
def get_winner(user, computer):  
    if user == computer:  
        return "It's a Tie!"  
    elif (user == "rock" and computer ==  
"scissors") or \  
        (user == "scissors" and computer ==  
"paper") or \  
        (user == "paper" and computer ==  
"rock"):  
        return "You Win"
```