In [5]:

```
import tkinter as tk
import random

def play_game(user_choice):
    choices = ["Rock", "Paper", "Scissors"]
    computer_choice = random.choice(choices)

    result = determine_winner(user_choice, computer_choice)
    result_label.config(text=f"Computer chose: {computer_choice}\n{result}")

def determine_winner(player_choice, computer_choice):
    if player_choice == computer_choice:
        return "It's a tie!"
    elif (
        (player_choice == "Rock" and computer_choice == "Scissors")
        or (player_choice == "Paper" and computer_choice == "Rock")
        or (player_choice == "Scissors" and computer_choice == "Paper")
    ):
        return "You win!"
    else:
        return "Computer wins!"


window = tk.Tk()
window.title("Rock, Paper, Scissors")


title_label = tk.Label(window, text="Rock, Paper, Scissors", font=("Helvetica", 16))
title_label.pack()

rock_button = tk.Button(window, text="Rock", command=lambda: play_game("Rock"))
paper_button = tk.Button(window, text="Paper", command=lambda: play_game("Paper"))
scissors_button = tk.Button(window, text="Scissors", command=lambda: play_game("Scissors"))

rock_button.pack()
paper_button.pack()
scissors_button.pack()

result_label = tk.Label(window, text="", font=("Helvetica", 14))
result_label.pack()


window.mainloop()
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In [ ]: