

## Stone, paper, scissor game

In [1]:

```
import random
```

In [ ]:

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Cchoice=['Stone','Paper','Scissor']

n=input("The game begins press 'y' if you want to play: ")
while n.lower()=='y':
    for i in range(1,4):
        Youwin=
        Compwin=0
        print("Your options are 1.Stone, 2.Paper and 3.Scissor")
        yourchoice=int(input("Please select one option: "))
        if yourchoice==1:
            print("You choose Stone")
            yourchoice='Stone'
        elif yourchoice==2:
            print("You choose Paper")
            yourchoice='Paper'
        elif yourchoice==3:
            print("You choose Scissor")
            yourchoice='Scissor'
        else:
            print("Invalid choice")
            break
        Compchoice=random.choice(Cchoice)
        print(f"The computer choose {Compchoice}")
        if yourchoice==Compchoice:
            print("Its a tie")
        elif (yourchoice=='Stone' and Compchoice=='Scissor') or (yourchoice=='Paper' and Compchoice=='Stone') or (yourchoice=='Scissor' and Compchoice=='Paper'):
            Youwin+=1
            print("You WON!!")
        else:
            Compwin+=1
            print("Computer won ..")
```

In [ ]:

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