import random

while True:

user\_action = input("Enter a choice (rock, paper, scissors): ")

possible\_actions = ["rock", "paper", "scissors"]

computer\_action = random.choice(possible\_actions)

print(f"\nYou chose {user\_action}, computer chose {computer\_action}.\n")

if user\_action == computer\_action:

print(f"Both players selected {user\_action}. It's a tie!")

elif user\_action == "rock":

if computer\_action == "scissors":

print("Rock smashes scissors! You win!")

else:

print("Paper covers rock! You lose.")

elif user\_action == "paper":

if computer\_action == "rock":

print("Paper covers rock! You win!")

else:

print("Scissors cuts paper! You lose.")

elif user\_action == "scissors":

if computer\_action == "paper":

print("Scissors cuts paper! You win!")

else:

print("Rock smashes scissors! You lose.")

play\_again = input("Play again? (y/n): ")

if play\_again.lower() != "y":

break