import random

c={

"STONE":1,

"PAPER":2,

"SCISSOR":3

}

d={

1:"STONE",

2:"PAPER",

3:"SCISSOR"

}

your\_score=0

computer\_score=0

draws=0

print(":::::WELCOME TO STONE,PAPER,SCISSOR GAME:::::")

print(":::::TO PLAY TYPE STONE,PAPER,SCISSOR.OR TYPE EXIT TO QUIT THIS GAME:::::")

while True:

a=input("ENTER YOUR CHOICE: ")

if(a =='EXIT'):

print(":::::THANKS FOR PLAYING:::::")

print(f"YOUR SCORE: {your\_score}")

print(f"COMPUTER SCORE: {computer\_score}")

print(f"DRAW: {draws}")

break

if a not in c:

print(":::::INVALID CHOICE.ENTER ONLY STONE,PAPER,SCISSOR:::::")

continue

you=c[a]

computer=random.randint(1,3)

print(f"YOU CHOICE: {a}")

print(f"COMPUTER CHOICE: {d[computer]}")

if(computer==you):

print("draw")

draws +=1

elif(computer==1 and you ==2)or(computer==3 and you==1)or(computer==2 and you==3):

print("you win!")

your\_score +=1

else:

print("computer win!")

computer\_score+=1