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| --- |
| import random |
|  |  |
|  | user = 0 |
|  | comp = 0 |
|  | moves = ["rock","paper","scissor"] |
|  | moves\_pref = [0,1,2] |
|  |  |
|  | def play(): |
|  | global user |
|  | global comp |
|  | user\_move = input("rock, paper or scissor? ") |
|  | try: |
|  | user\_move = moves\_pref[moves.index(user\_move)] |
|  | comp\_move = random.choice(moves\_pref) |
|  | except ValueError: |
|  | print("Please type only rock, paper or scissor.") |
|  | return 1 |
|  |  |
|  | print("My move: ",moves[comp\_move]) |
|  | if(user\_move == comp\_move): |
|  | print("That' s a tie!") |
|  | elif(user\_move == 0 and comp\_move == 2): |
|  | user+=1 |
|  | print("You win!") |
|  | elif(user\_move == 1 and comp\_move == 0): |
|  | user+=1 |
|  | print("You win!") |
|  | elif(user\_move == 2 and comp\_move == 1): |
|  | user+=1 |
|  | print("You win!") |
|  | else: |
|  | comp+=1 |
|  | print("I win!") |
|  |  |
|  | counter = "y" |
|  | while(True): |
|  | if(counter == "score"): |
|  | print("The score is:\nYou\tMe\n"+str(user)+"\t"+str(comp)) |
|  | counter = input("Do you want to play again? (Y/N) ") |
|  | if(counter == "n" or counter == "N"): |
|  | break |
|  | elif(counter == "y" or counter == "Y"): |
|  | play() |
|  | counter = input("Do you want to play again? (Y/N)\nAt any time, type 'score'for the score. ") |
|  | else: |
|  | print("Dude, it was a yes/no question.") |
|  | counter = input("Do you want to play again? (Y/N)\nAt any time, type 'score'for the score. ") |
|  | print("\n\n") |