Copy of RockPaperShoot.ipynb\_

File

Edit

View

Insert

Runtime

Tools

Help

COMMENTSHARE

CODETEXTCELLCELLCONNECTEDITING

# **Rock Paper Scissors Game**

[ ]

valid\_inputs=["rock","scissors","paper"]

def check\_valid(player\_move):

if player\_move in valid\_inputs:

# print("The move is valid")

return True

else:

print("The move is not valid")

return False

[ ]

from random import choice

[ ]

def check\_win(player\_move,computer\_move):

if player\_move == computer\_move:

print("It was a tie!")

if player\_move == "rock" and computer\_move == "scissors":

print("Player wins!")

if player\_move == "rock" and computer\_move == "paper":

print("Computer wins!")

if player\_move == "paper" and computer\_move == "scissors":

print("Computer wins!")

if player\_move == "paper" and computer\_move == "rock":

print("Player wins!")

if player\_move == "scissors" and computer\_move == "rock":

print("Computer wins!")

if player\_move == "scissors" and computer\_move == "paper":

print("Player wins!")

​

[ ]

while True:

x = input()

if check\_valid(x):

move\_by\_player = x

else:

continue

computer\_move = choice(valid\_inputs)

print("The computer did "+ computer\_move)

check\_win(move\_by\_player,computer\_move)

Laying out notebook...