import random

def rock\_paper\_scissors():

print("Welcome to Rock, Paper, Scissors!")

# Ask if the player is ready to play

ready = input("Are you ready to play?")

if ready != 'yes':

print("Come back when you're ready!")

return

choices = ["rock", "paper", "scissors"]

while True:

user\_choice = input("Enter rock, paper, or scissors (or 'q' to quit): ").lower()

# Allow the user to quit the game

if user\_choice == 'q':

print("Thanks for playing!")

break

if user\_choice not in choices:

print("Invalid choice. Please enter rock, paper, or scissors.")

continue

# Generate a random choice for the computer

computer\_choice = random.choice(choices)

print(f"The computer chose: {computer\_choice}")

# Determine the winner

if user\_choice == computer\_choice:

print("It's a tie!")

elif (user\_choice == "rock" and computer\_choice == "scissors") or \

(user\_choice == "paper" and computer\_choice == "rock") or \

(user\_choice == "scissors" and computer\_choice == "paper"):

print("You win!")

else:

print("You lose!")

print() # Print a blank line for spacing

# Run the game

if \_\_name\_\_ == "\_\_main\_\_":

rock\_paper\_scissors()