import random

def get\_computer\_choice():

"""Generate a random choice for the computer"""

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

return random.choice(choices)

def determine\_winner(user\_choice, computer\_choice):

"""Determine the winner based on the user's and computer's choices"""

if user\_choice == computer\_choice:

return "It's a tie!"

if (user\_choice == 'rock' and computer\_choice == 'scissors') or \

(user\_choice == 'scissors' and computer\_choice == 'paper') or \

(user\_choice == 'paper' and computer\_choice == 'rock'):

return "You win!"

return "Computer wins!"

def play\_game():

"""Main function to play the Rock-Paper-Scissors game"""

print("Welcome to the Rock-Paper-Scissors Game!")

# Get user choice

user\_choice = input("Enter your choice (rock, paper, or scissors): ").lower()

# Validate user input

if user\_choice not in ['rock', 'paper', 'scissors']:

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

return

# Get computer choice

computer\_choice = get\_computer\_choice()

# Display choices

print(f"\nYou chose: {user\_choice}")

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

# Determine the winner

result = determine\_winner(user\_choice, computer\_choice)

print(result)

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

while True:

play\_game()

# Ask if the user wants to play another round

play\_again = input("\nDo you want to play again? (yes/no): ").lower()

if play\_again != 'yes':

print("Thanks for playing! Goodbye!")

Break