

Rock Paper Scissors

The program asks you to enter an input (0,1,2) where 0 stands for rock, 1 stands for paper and 2 stands for scissors. In this game, your input determines/is considered as your move. Similarly, the computer also chooses a random move. Your move is played against the computer's (using game logic) and the final result is displayed. The python concept 'random module' is used for this project.

ROCK PAPER SCISSORS

100 Days of Code- Python
Day 4



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Project Details

Variables

1. Input-Your Move
2. Output- Final Result

Logic Development

We input the integer value between 0 to 2 as user move. We compute random value between 0 to 2 as computer move. Using logic*, we compute results based on user and computer moves. The final result is displayed to the player (user).

*If both choose the same input, it is a tie. Rock wins over scissors, scissors win over paper and paper wins over rock.

Python Concept Used

Python has a built-in module that you can use to make random numbers. The random module has a set of methods:

`randint(a,b)` Returns a random integer between the given range a and b (includes a and b)

`random()` Returns a random float between 0 and 1; includes 0 but not 1

https://www.w3schools.com/python/module_random.asp

Why Rock Paper Scissors

Every year on August 27th, World Rock Paper Scissors Day celebrates the iconic hand game. It's also a day to play Rock Paper Scissors just for fun or to settle a dispute. Throughout the years, many people have developed strategies to win Rock Paper Scissors. Some people who lose the first round switch to using the thing their opponent used to beat them. Others lean on statistics to help them win. These people throw each thing one-third of the time.

<https://nationaldaycalendar.com/world-rock-paper-scissors-day-august-27/>

My Code

```
main.py x +
main.py
1 import random
2
3 rock = '''
4  _____
5  ---'  (____)
6         (____)
7         (____)
8         (____)
9  ---'  (____)
10  ..._ (____)
11  ...
12
13 paper = '''
14  _____
15  ---'  (____)
16         (____)
17         (____)
18         (____)
19  ---'  (____)
20  ..._ (____)
21  ...
22
23 scissors = '''
24  _____
25  ---'  (____)
26         (____)
27         (____)
28         (____)
29  ---'  (____)
30  ..._ (____)
31  ...
32
33 #Write your code below this line 📌
34
35 user_play=int(input("What do you choose? Type 0 for Rock, 1 for Paper or 2 for Scissors."))
36 comp_play=random.randint(0,2)
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53▼ if (user_play==0 and comp_play==0) or (user_play==1 and comp_play==1) or (user_play==2 and comp_play==2)):
54     print("It is a TIE!!")
55▼ elif (user_play==0 and comp_play==2) or (user_play==1 and comp_play==0) or (user_play==2 and comp_play==1)):
56     print("Congratulations! You WON!!")
57▼ elif (user_play==2 and comp_play==0) or (user_play==0 and comp_play==1) or (user_play==1 and comp_play==2)):
58     print("Oh no! You LOSE!!")
59▼ else:
60     print("ERROR!! Please try again!")
61
```

```
>_ Console x Shell x +
What do you choose? Type 0 for Rock, 1 for Paper or 2 for Scissors.0
You chose:

---'-----)
      (-----)
      (-----)
      (-----)
---.__(-----)

Please enter correct input.
Computer chose:

---'-----)
      (-----)
      (-----)
      (-----)
---.__(-----)

Congratulations! You WON!!
>_ 
```

<https://replit.com/@ShriyaPadhi/rock-paper-scissors-start#main.py>