

In [*]:

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import random

while True:
    Gamers_action = input("Gamers action (stone,paper,scissors ):")
    probability_of_action=["stone","paper","scissors"]
    bot_action= random.choice(probability_of_action)
    print(f"\nyou chose {Gamers_action} , computer chose: {bot_action}")
    if Gamers_action==bot_action:
        print(f" both of them selected same action {Gamers_action},Its a tie!!!")
    elif Gamers_action=="stone":
        if bot_action=="paper":
            print("YOU LOSE")
        if bot_action=="scissors":
            print("YOU WIN")
    elif Gamers_action=="scissors":
        if bot_action=="stone":
            print("YOU LOSE")
        if bot_action=="paper":
            print("YOU WIN")
    elif Gamers_action=="paper":
        if bot_action=="scissors":
            print("YOU LOSE")
        if bot_action=="stone":
            print("YOU WIN")
    play_again= input("play again ??? (yes/no) ")
    if play_again!="yes":
        break
```

Gamers action (stone,paper,scissors):stone

you chose stone , computer chose: scissors
YOU WIN

play again ??? (yes/no)

In []: