

In [10]:

```
# Rock      - 0
# Paper     - 1
# Scissor   - 2

import random
user_choice=int(input("Enter 0 for Rock 1 for Paper and 2 for Scissor: "))
if user_choice>=3 or user_choice<0:
    print("You enter invalid number, you lose!!")
else:
    comp_choice=random.randint(0,2)
    print("Computer_choice:")
    print(comp_choice)
    if user_choice==comp_choice:
        print("Game is draw")
    elif comp_choice==0 and user_choice==2:
        print("You lose!")
    elif user_choice==0 and comp_choice==2:
        print("You win!")
    elif comp_choice > user_choice:
        print("You lose!")
    elif user_choice > comp_choice:
        print("You win!")
```

Enter 0 for Rock 1 for Paper and 2 for Scissor: 2

Computer\_choice:

1

You win!