import random

import time

options = ("rock", "paper","scissors")

cpu = random.choice (options)

player\_win = 0

cpu\_win = 0

draw = 0

target = 3

print("ROCK PAPER SCISSORS!!")

while True:

time.sleep(0.5)

cpu = random.choice (options)

player = input("""choose rock, paper or scissors

: """)

if player == "rock" and cpu == "scissors" or player == "paper" and cpu == "rock" or cpu == "scissors" and cpu == ("paper"):

player\_win = player\_win + 1

time.sleep(0.5)

print("cpu chose:", cpu)

print("You won!")

print("player:", player\_win, "cpu:", cpu\_win, "draw:", draw)

elif player == cpu:

time.sleep(0.5)

draw = draw + 1

print("cpu chose:", cpu)

print("draw!")

print("player:", player\_win, "cpu:", cpu\_win, "draw:", draw)

else:

time.sleep(0.5)

cpu\_win = cpu\_win + 1

print("cpu chose:", cpu)

print("You lost!")

print("player:", player\_win, "cpu:", cpu\_win, "draw:", draw)