

CODE:

```
import random

def get_computer_choice():
    return random.choice(["rock", "paper", "scissors"])

def determine_winner(user_choice, computer_choice):
    if user_choice == computer_choice:
        return "draw"
    elif (user_choice == "rock" and computer_choice == "scissors") or \
        (user_choice == "paper" and computer_choice == "rock") or \
        (user_choice == "scissors" and computer_choice == "paper"):
        return "win"
    else:
        return "lose"

def play_game():
    print("Welcome to Rock, Paper, Scissors!")
    while True:
        user_choice = input("Enter your choice (rock, paper, scissors or 'exit' to quit): ").lower()
        if user_choice == "exit":
            print("Thank you for playing!")
            break
        if user_choice not in ["rock", "paper", "scissors"]:
            print("Invalid choice. Please try again.")
            continue
        computer_choice = get_computer_choice()
        print(f"Computer chose: {computer_choice}")
```

```
result = determine_winner(user_choice, computer_choice)
if result == "draw":
    print("It's a draw!")
elif result == "win":
    print("You win!")
else:
    print("You lose!")
print()
```

Run the game

play_game()

OUTPUT:

```
Welcome to Rock, Paper, Scissors!
Enter your choice (rock, paper, scissors or 'exit' to quit): scissors
Computer chose: rock
You lose!

Enter your choice (rock, paper, scissors or 'exit' to quit): rock
Computer chose: rock
It's a draw!

Enter your choice (rock, paper, scissors or 'exit' to quit): paper
Computer chose: paper
It's a draw!

Enter your choice (rock, paper, scissors or 'exit' to quit): paper
Computer chose: rock
You win!

Enter your choice (rock, paper, scissors or 'exit' to quit): scissors
Computer chose: paper
You win!

Enter your choice (rock, paper, scissors or 'exit' to quit): rock
Computer chose: paper
You lose!

Enter your choice (rock, paper, scissors or 'exit' to quit): exit
Thank you for playing!
```