

Rock-Paper-Scissors Python Game - Code Notes

1. ****File Extension****:

This code should be saved with the extension `.py` because it is written in Python.

2. ****Imports****:

- `import random`: The random module is used to generate a random number for the computer's choice.

3. ****Variables****:

- `user_wins = 0`: Counts how many times the user wins.
- `computer_wins = 0`: Counts how many times the computer wins.
- `options = ["rock", "paper", "scissors"]`: Stores the possible moves.

4. ****Main Loop (while True)****:

- Keeps running until the user quits.
- `input(...)`: Takes user input and converts it to lowercase.
- If the user types "q", the loop ends.
- If the user input is invalid, it skips and asks again.

5. ****Computer Choice****:

- `random.randint(0, 2)`: Generates a number between 0 and 2.
- That number is used as an index to select `"rock"`, `"paper"`, or `"scissors"`.

6. ****Game Logic****:

- Compares the user's input with the computer's choice.
- If the user beats the computer, increase `user_wins`.
- Otherwise, the computer wins.

7. ****Ending the Game****:

- After quitting, the program prints how many times the user and computer won.
- Finally, it prints "Goodbye!".