```python
#stone, paper,scissor
game.
import random

#cp input
def computerchoice():

computerchoice=["stone",
"paper","scissor"]

getcomputerChoice=rand
om.choice(computerchoic
e)
```

```python
    print(f"computerchoice={
getcomputerChoice}")
    return
getcomputerChoice
#user input
def userChoice():

userChoice=input("enter
a item").lower()
    return userChoice
#gamerule
def
gameRule(userplay,comp
```

```python
uterplay):
    #draw
    if
userplay==computerplay:
        print("Match Draw")
    #user win
    elif userplay=="stone"
and
computerplay=="scissor":
        print("User Win")
    elif userplay=="paper"
and
computerplay=="stone":
        print("User Win")
```

```python
    elif userplay=="scissor" and computerplay=="paper":
        print("User Win")
    # coputer win
    elif userplay=="scissor" and computerplay=="stone":
        print("Computer Win")
    elif userplay=="paper" and computerplay=="scissor":
        print("Computer
```

```python
Win")
    elif userplay=="stone" and computerplay=="paper":
        print("Computer Win")
gameRule(userplay=userChoice(),computerplay=computerchoice())
```