

```
# import random module
import random
# print multiline instruction
# perform string concatenation of string
print('Winning rules of the game ROCK
PAPER SCISSORS are :\n'
      + "Rock vs Paper -> Paper wins \n"
      + "Rock vs Scissors -> Rock wins \n"
      + "Paper vs Scissors -> Scissor wins
\n")
```

**while True:**

```
    print("Enter your choice \n 1 - Rock \n
 2 - Paper \n 3 - Scissors \n")
```

**# take the input from user**

```
choice=int(input("Enter your
choice :"))
```

```
# OR is the short-circuit operator  
# if any one of the condition is true  
# then it return True value
```

```
# looping until user enter invalid  
input
```

```
while choice > 3 or choice <1:  
    choice=int(input('Enter a valid  
choice please 😊'))
```

```
# initialize value of choice_name  
variable
```

```
# corresponding to the choice value  
if choice == 1:
```

```
    choice_name= 'Rock'
```

```
elif choice == 2:
```

```
    choice_name= 'Paper'
```

```
else:
```

```
    choice_name= 'Scissors'
```

```
# print user choice
```

```
print('User choice is \n',choice_name)
print('Now its Computers Turn....')
```

```
# Computer chooses randomly any
number
```

```
# among 1 , 2 and 3. Using randint
method
```

```
# of random module
```

```
comp_choice = random.randint(1,3)
```

```
# looping until comp_choice value
```

```
# is equal to the choice value
```

```
while comp_choice == choice:
```

```
    comp_choice = random.randint(1,3)
```

```
# initialize value of
```

```
comp_choice_name
```

```
# variable corresponding to the
choice value
```

```
if comp_choice == 1:
```

```
    comp_choice_name = 'rock'
```

```
elif comp_choice == 2:  
    comp_choice_name = 'paper'  
else:  
    comp_choice_name = 'scissors'  
print("Computer choice is \n",  
comp_choice_name)  
  
print(choice_name,'Vs',comp_choice_name)  
  
# we need to check of a draw  
if choice == comp_choice:  
    print('Its a Draw',end="")  
    result="DRAW"  
# condition for winning  
if (choice==1 and comp_choice==2):  
    print('paper wins =>',end="")  
    result='paper'  
elif (choice==2 and comp_choice==1):  
    print('paper wins =>',end="")  
    result='Paper'
```

```
if (choice==1 and comp_choice==3):
    print('Rock wins =>\n',end= "")
    result='Rock'

elif (choice==3 and comp_choice==1):
    print('Rock wins =>\n',end= "")
    result='rock'

if (choice==2 and comp_choice==3):
    print('Scissors wins =>',end="")
    result='scissoR'

elif (choice==3 and
comp_choice==2):
    print('Scissors wins =>',end="")
    result='Rock'

# Printing either user or computer
wins or draw

if result == 'DRAW':
    print("<== Its a tie ==>")

if result == choice_name:
    print("<== User wins ==>")
```

```
else:
```

```
    print("=> Computer wins ==<")
```

```
    print("Do you want to play again? (Y/N)")
```

```
N)
```

```
# if user input n or N then condition  
is True
```

```
ans = input().lower
```

```
if ans =='n':
```

```
    break
```

```
# after coming out of the while loop
```

```
# we print thanks for playing
```

```
print("thanks for playing")
```