import random

def get\_user\_choice():

user\_choice = input("Enter your choice (Rock, Paper, or Scissors): ").capitalize()

while user\_choice not in ["Rock", "Paper", "Scissors"]:

print("Invalid choice. Please enter Rock, Paper, or Scissors.")

user\_choice = input("Enter your choice: ").capitalize()

return user\_choice

def get\_computer\_choice():

return random.choice(["Rock", "Paper", "Scissors"])

def determine\_winner(user\_choice, computer\_choice):

print(f"You chose {user\_choice}.")

print(f"The computer chose {computer\_choice}.")

if user\_choice == computer\_choice:

return "It's a tie!"

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 "You win!"

else:

return "Computer wins!"

def play\_game():

print("Welcome to Rock, Paper, Scissors!")

while True:

user\_choice = get\_user\_choice()

computer\_choice = get\_computer\_choice()

result = determine\_winner(user\_choice, computer\_choice)

print(result)

play\_again = input("Do you want to play again? (yes/no): ").lower()

if play\_again != "yes":

print("Thanks for playing. Goodbye!")

break

if \_\_name\_\_ == "\_\_main\_\_":

play\_game()