def get\_user\_choice():

user\_choice = input("Choose rock, paper, or scissors: ").lower()

while user\_choice not in ["rock", "paper", "scissors"]:

print("Invalid choice. Please choose rock, paper, or scissors.")

user\_choice = input("Choose again: ").lower()

return user\_choice

def get\_computer\_choice():

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

def determine\_winner(user\_choice, 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 "You lose!"

def main():

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

while True:

user\_choice = get\_user\_choice()

computer\_choice = get\_computer\_choice()

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

print(f"The computer chose {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\_\_":

main()line Python compiler (interpreter) to run Python online.

# Write Python 3 code in this online editor and run it.

print("Hello world")