import random

def main():

    choice='y'

    while choice.lower()== 'y':

        user= get\_userWeapon()

        opponent= get\_oppenentWeapon()

        winner(user,opponent)

        choice = input("Want to play again(y/n):")

def get\_userWeapon():

    print('SELECET YOUR WEAPON (1-3)')

    print('----------------------------')

    print('1. Rock')

    print('2. Paper')

    print('3. Scissors')

    userChoice = int(input('Enter your weapon:'))

    return userChoice

def get\_oppenentWeapon():

    randNumber=random.randrange(1,3)

    print('Opponent number is', randNumber)

    return randNumber

def winner(me,bot):

    if me == bot:

        print("Its a tie!")

    elif me == 1 and bot == 3:

        print("You win! Rock beats Scissors")

    elif me == 1 and bot == 2:

        print("You lose! Paper beats Rock")

    elif me == 2 and bot == 1:

        print("You win! Paper beats Rock")

    elif me == 2 and bot == 3:

        print("You lose! Scissors beats Paper")

    elif me == 3 and bot == 2:

        print("You win! Scissors beats Paper")

    elif me ==3 and bot == 1:

        print("You lose! Rock beats Scissors")

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

    main()

print("Completed by, Andrew Jones")

