import random

def game(comp, you):

if comp== you:

return None

elif comp== 's':

if you =='w':

return False

elif you=='g':

return True

elif comp =='w':

if you=='s':

return True

elif you=='g':

return False

elif comp=='g':

if you == 'w':

return True

elif you=='s':

return False

print('comp turn: choose Water(w) or Snake(s) or Gun(g)')

x= random.randint(1,3)

if x== 1:

comp='s'

elif x== 2:

comp= 'w'

elif x==3:

comp= 'g'

you = input('your turn: choose Water(w) or Sanke(s) or Gun(g): ')

a = game (comp,you)

print(f"comp choose {comp}")

print(f"you choose {you}")

if a== None:

print('there is tie noone win')

elif a:

print('you win!')

else:

print('comp win!')