"""CSCI 1106 Assignment 1: Nim”””

Author: [Your name here]

import random  
def main():  
 tplayer = 1  
 sinput = 1  
 er = 0  
  
 cpile = random.choice([4,5,6])  
 lpile = random.choice([2, 3, 4])  
 rpile = random.choice([6,7,8])  
  
 p1 = input(**'Enter 1st player'**+**"'"**+**'s name: '**)  
 p2 = input(**'Enter 2nd player'**+**"'"**+**'s name: '**)  
  
 prs = [p1,p2]  
  
 player = random.choice(prs)  
  
  
 while ((lpile+cpile+rpile) != 0):  
 if tplayer == 0:  
 tplayer = 1  
  
 if er == 0:  
 print(**'\*\*\*\*\*'**+player+**"'"**+**'s turn\*\*\*\*\*'**)  
 print(**f'L:**{lpile} **C:**{cpile} **R:**{rpile}**'**)  
  
 if tplayer >= 1 and sinput == 1:  
 choose\_pile = input(**'Choose a pile to take from (L/C/R): '**)  
 tplayer = 1  
  
 if choose\_pile in **'Ll'**:  
 if lpile == 0:  
 print(**'There are no beads in the left pile.'**)  
 tplayer = 2  
 er = 1  
 elif choose\_pile in **'Cc'**:  
 if cpile == 0:  
 print(**'There are no beads in the center pile.'**)  
 tplayer = 2  
 er = 1  
 elif choose\_pile in **'Rr'**:  
 if rpile == 0:  
 print(**'There are no beads in the Right pile.'**)  
 tplayer = 2  
 er = 1  
  
  
  
 if choose\_pile in **'LlCcRr'** and tplayer == 1:  
 beads = int(input(**'Choose a number of beads to take (1/2/3): '**))  
  
 if beads >=1 and beads <= 3:  
 if choose\_pile in **'Ll'**:  
 if beads > lpile:  
 print(**'The left pile has less than '**+str(beads)+**' beads in it.'**)  
 tplayer = 0  
 er = 1  
 sinput = 0  
 else:  
 lpile -= beads  
 tplayer = 1  
 elif choose\_pile in **'Cc'**:  
 if beads > cpile:  
 print(**'The center pile has less than '**+str(beads)+**' beads in it.'**)  
 tplayer = 0  
 er = 1  
 sinput = 0  
 else:  
 cpile -= beads  
 tplayer = 1  
 elif choose\_pile in **'Rr'**:  
 if beads > rpile:  
 print(**'The right pile has less than '**+str(beads)+**' beads in it.'**)  
 tplayer = 0  
 er = 1  
 sinput = 0  
 else:  
 rpile -= beads  
 tplayer = 1  
 else:  
 if beads > 3:  
 print(**'You can'**+**"'"**+**'t take more than three beads.'**)  
 elif beads == 0:  
 print(**'You must take at least one bead.'**)  
 else:  
 print(**'Please Choose a number of beads from (1/2/3).'**)  
 tplayer = 0  
 er = 1  
 sinput = 0  
  
 if tplayer == 1:  
 if prs.index(player) == 0:  
 player = p2  
 er = 0  
 sinput = 1  
 else:  
 player = p1  
 er = 0  
 sinput = 1  
 elif choose\_pile not in **'LlCcRr'**:  
 print(**'You must select a valid pile. (L/C/R)'**)  
 er = 1  
  
  
 print(**'It is over!'**)  
 print(player+**' wins!!'**)  
  
main()