

# Rock paper scissors with Python3

```
print("good luck")
```

# Rock, paper, scissors

- You might know what the game is, and remind yourself of it:
  - Rock smashes scissors
  - Paper covers rock
  - Scissors cut paper

# The first line of code

- Open new python file and name it rock\_paper\_scissors.py
- Add the line

---

```
import random
```

# Get user input

- Get user input using this:

```
|user_input = input()
```

- Then add this into the brackets:

```
"Enter the choice(rock, paper, scissors): "
```

# Computer makes a choice

- Make a list

```
choices = ["rock", "paper", "scissors"]
```

- Then make the computer choose one of the above

```
computer_choice = random.choice(choices)
```

...

- Output the choices

```
print("You chose", user_input)  
print("Computer chose", computer_choice)
```

# Deciding the winner

- Now use an if/elif/else to decide who wins
- Scenario 0: both chose the same choice

```
if user_input == computer_choice:  
    print("Both chose", user_input, "! . Draw!")
```

# Deciding the winner

- Scenario 1: you chose rock

```
elif user_input == "rock":  
    if computer_choice == "scissors":  
        print("Rock smashes scissors! You win!")  
    else:  
        print("Paper covers rock! You lose.")
```



# Deciding the winner

- Scenario 2: you chose paper

```
elif user_input == "paper":  
    if computer_choice == "rock":  
        print("Paper covers rock! You win!")  
    else:  
        print("Scissors cuts paper! You lose.")
```

---

# Deciding the winner

- Scenario 3: you chose scissors

```
elif user_input == "scissors":  
    if computer_choice == "paper":  
        print("Scissors cuts paper! You win!")  
    else:  
        print("Rock smashes scissors! You lose.")
```

# Testing

- Run your code and try it out
- Upload to GitHub