def name\_to\_number(name):

name\_list=['rock','Spock','paper','lizard','scissors']

return name\_list.index(name)

def number\_to\_name(number):

name\_list=['rock','Spock','paper','lizard','scissors']

return name\_list[number]

import random

def rpsls(player\_choice):

print "Player chooses "+player\_choice

player\_number=name\_to\_number(player\_choice)

comp\_number=random.randrange(0,4,1)

comp\_choice=number\_to\_name(comp\_number)

print "Computer chooses "+comp\_choice

points=player\_number-comp\_number

if points in [1,2,-3,-4]:

print "Player wins!\n"

elif points in [-1,-2,3,4]:

print "Computer wins!\n"

else:

print "Player and computer tie!\n"

rpsls("rock")

rpsls("Spock")

rpsls("paper")

rpsls("lizard")

rpsls("scissors")