```swift
import SwiftUI
struct ContentView: View {
@State var user = ""
@State var computer = ""
@State var result = ""
@State var userScore = 0
@State var computerScore = 0
    //the variables that count the scores of both of the sides

let choices = ["🪨", "📄", "✂️"]

  var body: some View {
    VStack(spacing:40) {

        Text("Taş, Kağıt, Makas")
          .font(.largeTitle)

        HStack(spacing:40){

        Text("🪨")
          .font(.title)
          .onTapGesture{
            userChoice(uc: "🪨")
            //when taped it will change user choice to rock
          }
        Text("📄")
          .font(.title)
          .onTapGesture{
            userChoice(uc: "📄")
            //same here but with paper
          }
        Text("✂️")
          .font(.title)
          .onTapGesture{
            userChoice(uc: "✂️")
            //with scissors
          }

      }
        Text(result)
          .font(.title)
        Text("computer: " + computer)
```

```swift
            .font(.title)
        Text("user Score \(userScore)")
            .font(.title)
        Text("computer Score \(computerScore)")
            .font(.title)
        //text that keeps track of the score
    }


}
func userChoice(uc: String){
    user = uc
    computer = randomComputerChoice()
    result = determineWinner(userChoice: user, computerChoice: computer)
    //this part takes the choice of the player and the computer
}

func randomComputerChoice() -> String {
    return choices.randomElement()!
    //randomly chooses an element
}
func determineWinner(userChoice: String, computerChoice: String) -> String {
    if userChoice == computerChoice{
        return "It's a tie!"
    }
    if userChoice == "🪨" && computerChoice == "📄"{
        computerScore += 1
        return "You lose!"

    }
    else if userChoice == "🪨" && computerChoice == "✂️"{
        userScore += 1
        return "You win!"
    }
    else if userChoice == "📄" && computerChoice == "🪨" {
        userScore += 1
        return "You win!"
    }
    else if userChoice == "📄" && computerChoice == "✂️"{
        computerScore += 1
        return "You lose!"
    }
```

```
else if userChoice == "✂️" && computerChoice == "🪨"{
    computerScore += 1
    return "You lose!"
}
else {
    userScore += 1
    return "You win!"
    // the outputs of the matchups

}
}



}
```