

```
import random
computer_choice = ['Rock', 'Paper', 'Scissors']
win = 0
lose = 0
tie = 0
turn = 0

print("Let's play Rock, Paper, Scissors!")
print("To play, please type 'Rock', 'Paper' or 'Scissors'. Type 'Quit' to exit.")
computer = random.choice(computer_choice)
print(computer)
while turn >= 0:
    player = input("Player's turn:")
    if player == computer:
        print(f"Computer's turn: {computer}")
        print("Tie")
    elif player == "Rock":
        if computer == "Scissors":
            print(f"Computer's turn: {computer}")
            print("Win")
            win += 1
            turn += 1
        if computer == "Paper":
            print(f"Computer's turn: {computer}")
            print("Lose")
            lose += 1
            turn += 1
    elif player == "Scissors":
        if computer == "Paper":
            print(f"Computer's turn: {computer}")
            print("Win")
            win += 1
            turn += 1
        if computer == "Rock":
            print(f"Computer's turn: {computer}")
            print("Lose")
            lose += 1
            turn += 1
    elif player == "Paper":
        if computer == "Rock":
            print(f"Computer's turn: {computer}")
            print("Win")
            win += 1
            turn += 1
        if computer == "Scissors":
            print(f"Computer's turn: {computer}")
            print("Win")
    elif player == 'Quit':
        print("Thank you for playing! Goodbye.")
        print(f""""Here's the result:
Win: {win}
```

```
Lose: {lose}  
Tie: {tie}  
Total round: {turn}""")  
break  
else:  
    print("Please try again!")
```

Let's play Rock, Paper, Scissors!

To play, please type 'Rock', 'Paper' or 'Scissors'. Type 'Quit' to exit.

Paper

Player's turn: Paper

Computer's turn: Paper

Tie

Player's turn: Rock

Computer's turn: Paper

Lose

Player's turn: Scissors

Computer's turn: Paper

Win

Player's turn: Quit

Thank you for playing! Goodbye.

Here's the result:

Win: 1

Lose: 1

Tie: 0

Total round: 2