import random

def play\_game():

choices = ['rock', 'paper', 'scissors']

while True:

user1\_choice = input("Enter rock, paper, or scissors: ").lower()

if user1\_choice not in choices:

print("Invalid choice. Try again.")

continue

user2\_choice= random.choice(choices)

print(f"user2 chose: { user2\_choice }")

if user1\_choice == user2\_choice:

print("It's a tie!")

elif (user1\_choice == 'rock' and user2\_choice == 'scissors') or \

(user1\_choice == 'paper' and user2\_choice == 'rock') or \

(user1\_choice == 'scissors' and user2\_choice == 'paper'):

print("You win!")

else:

print("You lose!")

play\_again = input("Do you want to play again? (Yes/No): ").strip().lower()

if play\_again != 'yes':

print("Thanks for playing!")

break