CODSOFT

import random

rock = '''

\_\_\_\_\_\_\_

---' \_\_\_\_)

(\_\_\_\_\_)

(\_\_\_\_\_)

(\_\_\_\_)

---.\_\_(\_\_\_)

'''

paper = '''

\_\_\_\_\_\_\_

---' \_\_\_\_)\_\_\_\_

\_\_\_\_\_\_)

\_\_\_\_\_\_\_)

\_\_\_\_\_\_\_)

---.\_\_\_\_\_\_\_\_\_\_)

'''

scissors = '''

\_\_\_\_\_\_\_

---' \_\_\_\_)\_\_\_\_

\_\_\_\_\_\_)

\_\_\_\_\_\_\_\_\_\_)

(\_\_\_\_)

---.\_\_(\_\_\_)

'''

game\_img=[rock,paper,scissors]

com\_mark=0

user\_mark=0

def play():

user=int(input("what do u choose?\n 0 for Rock \n 1 for Paper\n 2 for Scissors"))

print(game\_img[user])

com=random.randint(0,2)

print("computer has chosen")

print(game\_img[com])

global com\_mark

global user\_mark

if(user==0 and com==2):

user\_mark+=1

print("user won")

elif(user==2 and com==0):

com\_mark+=1

print("com won")

elif(user==2 and com==1):

user\_mark+=1

print("user won")

elif(user==1 and com==2):

com\_mark+=1

print("com won")

elif(user==1 and com==0):

user\_mark+=1

print("user won")

elif(user==0 and com==1):

com\_mark+=1

print("com won")

elif(user==com):

print("draw")

global ques

ques=input("cntue?")

play()

while(ques=="yes"):

play()

if(ques=="no"):

print("your results are here!","\n","Here is user's score : ",user\_mark,"\n","Here is computer's score :",com\_mark)