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import random
l = ["Rock", "Paper", "Scissor"]
while True:
    ccount = 0
    ucount = 0
    uc = int(input("
Game start....
1 Yes
2 No | Exit
Enter: "))
    if uc == 1:
        for a in range(1, 6):
            print("Round:", a)
            userInput = int(input('1:Rock\n'
                                   '2:Paper\n'
                                   '3:Scissor\n'
                                   'Enter: '))
            if userInput == 1:
                uchoice = "Rock"
            elif userInput == 2:
                uchoice = "Paper"
            elif userInput == 3:
                uchoice = "Scissor"
            else:
                uchoice = "Invalid"

            Cchoice = random.choice(l)
            if Cchoice == uchoice:
                print("Computer Value:", Cchoice)
                print("User Value:", uchoice)
                print("Game Draw")
                ucount = ucount + 1
                ccount = ccount + 1
            elif (uchoice == "Rock" and Cchoice == "Scissor") or (uchoice == "Paper" and Cchoice ==
"Rock") or (
                uchoice == "Scissor" and Cchoice == "Paper"):
                print("Computer Value:", Cchoice)
                print("User Value:", uchoice)
                print("You Win")
                ucount = ucount + 1
            else:
                print("Computer Value:", Cchoice)
                print("User Value:", uchoice)
                print("Computer Win")
                ccount = ccount + 1
        if ucount == ccount:
            print("Final Game Draw....")
            print("User Score", ucount)

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    print("Computer Score", ccount)
elif ucount > ccount:
    print("You Win the game....")
    print("User Score", ucount)
    print("Computer Score", ccount)
else:
    print("Computer Win the game....")
    print("User Score", ucount)
    print("Computer Score", ccount)
elif uc == 2:
    print("You have Exit the Game")
    break
else:
    print("Enter 1 or 2")
```