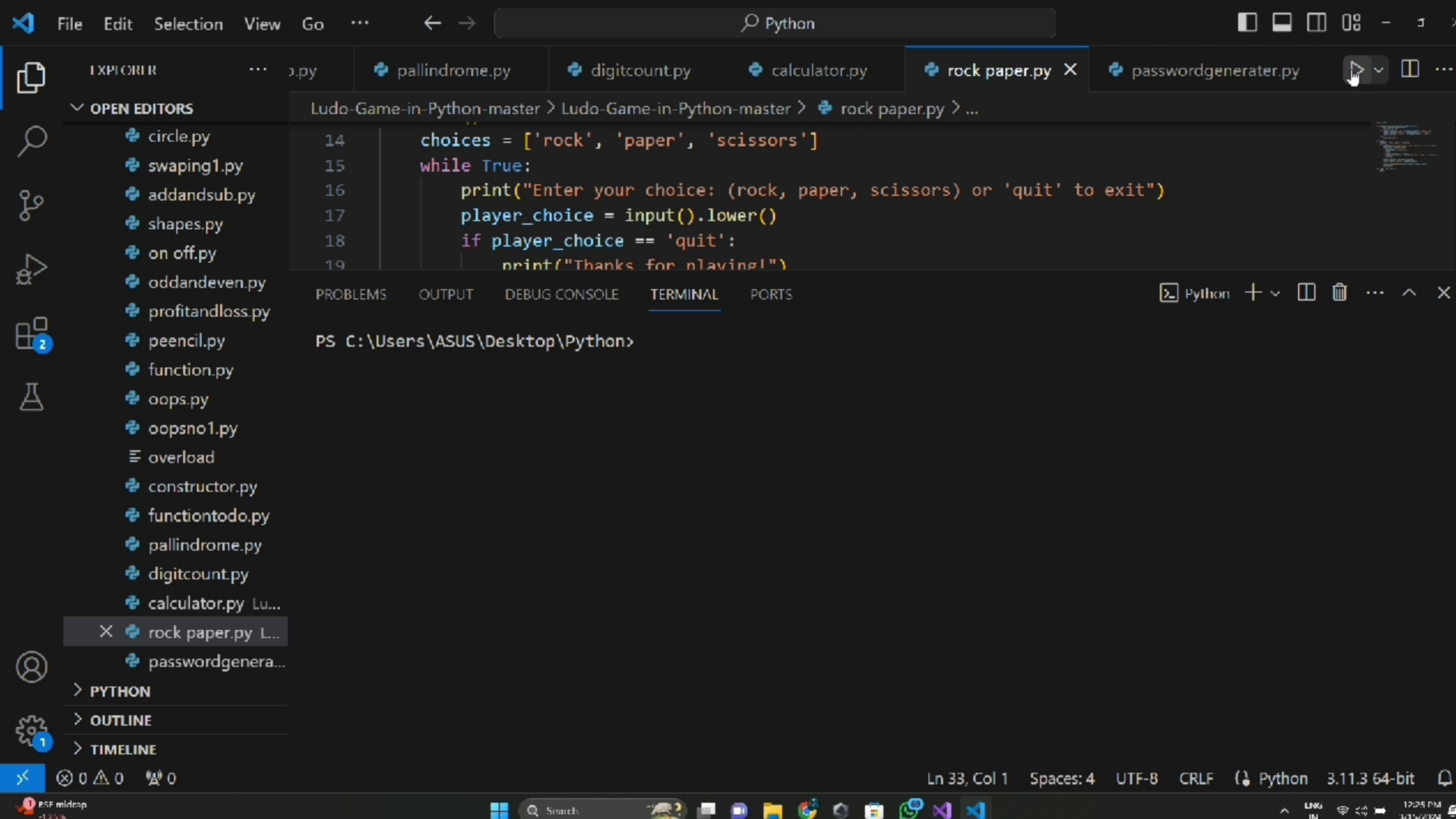


```
File Edit Selection View Go ... Python
EXPLORE
OPEN EDITORS
circle.py
swaping1.py
addandsub.py
shapes.py
on off.py
oddandeven.py
profitandloss.py
peencil.py
function.py
oops.py
oopsno1.py
overload
constructor.py
functiontodo.py
pallindrome.py
digitcount.py
calculator.py Lu...
X rock paper.py L...
passwordgenera...
PYTHON
OUTLINE
TIMELINE
Ln 33, Col 1 Spaces: 4 UTF-8 CRLF Python 3.11.3 64-bit
```

```
1 import random
2
3 def determine_winner(player_choice, computer_choice):
4     if player_choice == computer_choice:
5         return "It's a tie!"
6     elif (player_choice == 'rock' and computer_choice == 'scissors') or \
7           (player_choice == 'paper' and computer_choice == 'rock') or \
8           (player_choice == 'scissors' and computer_choice == 'paper'):
9         return "You win!"
10    else:
11        return "You lose!"
12
13 def main():
14     choices = ['rock', 'paper', 'scissors']
15     while True:
16         print("Enter your choice: (rock, paper, scissors) or 'quit' to exit")
17         player_choice = input().lower()
18         if player_choice == 'quit':
19             print("Thanks for playing!")
20             break
21         elif player_choice not in choices:
22             print("Invalid choice. Please enter 'rock', 'paper', or 'scissors'.")
23             continue
24
25     computer_choice = random.choice(choices)
26     print(f"Computer's choice: {computer_choice}")
```

EXPLORER

... .py

pallindrome.py

digitcount.py

calculator.py

rock paper.py X

passwordgenerator.py

OPEN EDITORS

Ludo-Game-in-Python-master > Ludo-Game-in-Python-master > rock paper.py > ...

circle.py

14

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

swaping1.py

15

while True:

addandsub.py

16

print("Enter your choice: (rock, paper, scissors) or 'quit' to exit")

shapes.py

17

player_choice = input().lower()

on off.py

18

if player_choice == 'quit':

oddandeven.py

19

print("Thanks for playing!")

profitandloss.py

PROBLEMS

OUTPUT

DEBUG CONSOLE

TERMINAL

PORTS

Python

+

-

X

...

^

X

peencil.py

PS C:\Users\ASUS\Desktop\Python>

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> PYTHON

> OUTLINE

> TIMELINE

