

## Code

```
import random

def get_computer_choice():
    return random.choice(["rock", "paper", "scissors"])

def get_user_choice():
    while True:
        choice = input("Enter rock, paper, or scissors: ").strip().lower()
        if choice in {"rock", "paper", "scissors"}:
            return choice
        print("Invalid choice. Please try again.")

def determine_winner(user, computer):
    if user == computer:
        return "It's a tie!"
    elif (user == "rock" and computer == "scissors") or \
         (user == "paper" and computer == "rock") or \
         (user == "scissors" and computer == "paper"):
        return "Congratulations! Its celebration time"
    else:
        return "💀 You lost! Better luck next time! 💀 "

def play():
    user_choice = get_user_choice()
    computer_choice = get_computer_choice()

    print(f"\nYou chose: {user_choice}")
    print(f"Computer chose: {computer_choice}")

    print(determine_winner(user_choice, computer_choice))

if __name__ == "__main__":
    play()
```

## Outputs:-

```
if __name__ == "__main__":  
    play()
```

Enter rock, paper, or scissors: rock  
You chose: rock  
Computer chose: scissors  
Congratulations! Its celebration time

Figure-1

```
print(result)  
  
if __name__ == "__main__":  
    play()
```

Enter rock, paper, or scissors: paper  
You chose: paper  
Computer chose: scissors  
💀 You lost! Better luck next time! 💀

Figure-2

```
play()
```

Enter rock, paper, or scissors: paper  
You chose: paper  
Computer chose: paper  
It's a tie!

Figure-3

```
result = winner(user_choice, computer_choice)
print(result)

if __name__ == "__main__":
    play()
```

... Enter rock, paper, or scissors: stone  
Invalid choice. Please try again.  
Enter rock, paper, or scissors:

Figure-4

# OUTPUT EXPLANATION

When you run the script, it follows these steps:

1. User Input:

- The program prompts the user to enter "rock", "paper", or "scissors".
- If the user enters an invalid choice, it asks again (figure 4.)

2. Computer's Choice:

- The program randomly selects one of "rock", "paper", or "scissors".

3. Displaying Choices:

- The program prints what the user and the computer chose.

4. Determining the Winner:

- If the user's choice beats the computer's → "Congratulations! Its celebration time" (Figure 1.)
- Otherwise, the computer wins → "👁️ **You lost! Better luck next time!** 👁️" (Figure 2.)
- If both choices are the same → "It's a tie!" (Figure 3.)