

ROCK PAPER SCISSOR



What is it?

It is a game where a player decides to play, rock will beat another player who has chosen scissors (“rock breaks scissors”), but will lose to one who has played paper (“paper covers rock”), a play of paper will lose to a play of scissors (“scissors cuts paper”).

How it works?

1. The program randomly selects a character from a given list ['R','P','S'] and the selected character will be the computer option.
2. It will ask the player to enter his option (*only R or P or S*)
3. Then it will check if the player entered character is same as the character randomly chosen by the computer, if yes the game will be tied.
4. If the player entered character is not the same as the system character, then it follows the rules stated below.

R = S or **S = P** or **P = R**

	→ SYSTEM
	→ USER

If the rules are satisfied then user will win else system wins.

ROCK PAPER SCISSOR

Source Code:

```
import random as rdm

l1=["R","P","S"]

print("\n","="*30,"GAME STARTED","="*30)
print("\n","-"*76,"\n")

user = input(" Enter your option : ( ROCK -> R, PAPPER -> P, SCISSOR -> S)
: ").upper()

print("\n","-"*76,"\n")

COMPUTER = rdm.choice(l1)

if ( user == "R" and COMPUTER == "S" ) or ( user == "S" and COMPUTER == "P" ) or (
user == "P" and COMPUTER=="R" ):
    print("\n","-"*30)
    print("\n","👊 USER WON THE MATCH","\n")
    print(" ➡ SYSTEM =",COMPUTER)
    print(" ➡ USER =",user)

elif user.upper() == COMPUTER.upper():
    print(" 🤝 MATCH TIED ", "\n")
    print(" ➡ SYSTEM =",COMPUTER)
    print(" ➡ USER =",user)
    print("\n","="*30,"GAME ENDED","="*30,"\n")

elif user not in ("S","P","R"):
    print("**** INVALID USER INPUT ****")

else:
    print("\n","👊 SYSTEM WON THE MATCH","\n")
    print(" ➡ SYSTEM =",COMPUTER)
    print(" ➡ USER =",user)
    print("\n","="*40,"GAME ENDED","="*40,"\n")
```

ROCK PAPER SCISSOR

Output:

===== GAME STARTED =====

Enter your option : (ROCK -> R, PAPPER -> P, SCISSOR -> S) : r

🔊 MATCH TIED

🔄 SYSTEM = R

🔄 USER = R

===== GAME ENDED =====