HW01 - create game pao ying chub

```python
1    # import random
2    import random as rd
3
4    # create a game function
5    def pao_ying_chub():
6
7        while True:
8
9            # title
10           print("Pao-Ying-Chub Game!")
11           ans = input("Are you ready! (y/n): ")
12
13           # empty variables: win lose draw
14           n_win = 0
15           n_lose = 0
16           n_draw = 0
17
18           # create item selection
19           select = ["rock", "scissor", "paper"]
20
21           # playing game condition
22           if ans == "y":
23
24               # game start
25               while True:
26
27                   # input from player
28                   player = input("Select: rock, scissor, paper: ")
29                   # bot sample item
30                   bot = rd.sample(select, 1)[0]
31
32                   # game condition
33                   if player == bot:
34                       n_draw += 1
35                       print("Bot Select: ", bot)
36                       print("-> DRAW\n")
37
38                   elif player.lower() == "rock":
39                       if bot == "scissor":
40                           n_win += 1
41                           print("Bot Select: ", bot)
42                           print("-> WIN\n")
43                       else:
44                           n_lose += 1
45                           print("Bot Select: ", bot)
46                           print("-> LOSE\n")
47
48                   elif player.lower() == "scissor":
49                       if bot == "paper":
50                           n_win += 1
51                           print("Bot Select: ", bot)
52                           print("-> WIN\n")
53                       else:
54                           n_lose += 1
55                           print("Bot Select: ", bot)
56                           print("-> LOSE\n")
57
58                   elif player.lower() == "paper":
59                       if bot == "rock":
60                           n_win += 1
61                           print("Bot Select: ", bot)
62                           print("-> WIN\n")
63                       else:
64                           n_lose += 1
65                           print("Bot Select: ", bot)
66                           print("-> LOSE\n")
67
68                   elif player.lower() == "quit":
69                       print("Summary:")
70                       # print stat of player in this game
71                       print(f"Total wins: {n_win}")
72                       print(f"Total lose: {n_lose}")
73                       print(f"Total draw: {n_draw}")
74                       print("\n************Thank you to join us, See you next time!************\n")
75                       break
76
77                   else:
```

```
78                      print("Nope! please try again\n")
79
80          elif ans == "n":
81              print("""\n
82              -------------------------
83              | Thanks for joining us  |
84              | Hope to see you again! |
85              -------------------------
86              """)
87              break
88
89          else:
90              print("Wrong command!  Enter 'y' for yes and 'n' for NO.\n")
91
92
93  pao_ying_chub()
94
```

```
Pao-Ying-Chub Game!
Are you ready! (y/n): ok
Wrong command!  Enter 'y' for yes and 'n' for NO.

Pao-Ying-Chub Game!
Are you ready! (y/n): y
Select: rock, scissor, paper: rock
Bot Select:  rock
-> DRAW

Select: rock, scissor, paper: rock
Bot Select:  scissor
-> WIN

Select: rock, scissor, paper: paper
Bot Select:  rock
-> WIN

Select: rock, scissor, paper: paper
Bot Select:  rock
-> WIN

Select: rock, scissor, paper: scissor
Bot Select:  paper
-> WIN

Select: rock, scissor, paper: love
Nope! please try again

Select: rock, scissor, paper: scissor
Bot Select:  scissor
-> DRAW

Select: rock, scissor, paper: paper
Bot Select:  paper
-> DRAW

Select: rock, scissor, paper: paper
Bot Select:  paper
-> DRAW

Select: rock, scissor, paper: rock
Bot Select:  scissor
-> WIN

Select: rock, scissor, paper: rock
Bot Select:  scissor
-> WIN

Select: rock, scissor, paper: scissor
Bot Select:  rock
-> LOSE

Select: rock, scissor, paper: paper
Bot Select:  rock
-> WIN

Select: rock, scissor, paper: scissor
```