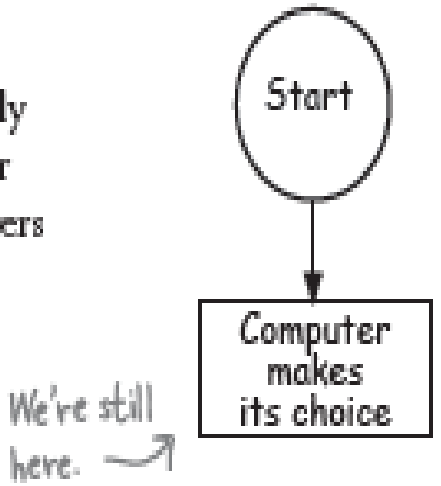
Taking things further...

By using the `random` module we've now implemented a way for the computer to randomly make its choice, but it's a little unsatisfying. Why? Well, our goal was to have the computer choose rock, paper, or scissors, and we've done that by mapping those choices to the integers `0`, `1`, and `2`, but wouldn't it be nicer if we had a variable that was set to a string `"rock"`, `"paper"`, or `"scissors"` instead? Let's make that happen. But to do that we're going to have to step back and learn about how to make decisions in Python.



Sharpen your pencil

Assume `random_choice` is already set to `0`, `1`, or `2` and write some pseudocode to set the variable `computer_choice` to `"rock"`, `"paper"`, or `"scissors"` based on `random_choice`'s value.

We need to set the variables.

If random_choice equals to 0, then set computer_choice to "rock"
If random_choice equals to 1, then set computer_choice to "paper"
If random_choice equals to 2, then set computer_choice to "scissors"

You don't know how to code this in Python yet, but remember pseudocode uses English-like language. Don't overthink it.