

Sharpen your pencil

Your turn again. Based on our plan on the previous page, finish the code fragment below. Your code should determine if there is a tie, and if so, set the `winner` variable to `'Tie'`. After you've completed this exercise, we'll get this code into the `rock.py` file in the next step.

```
if computer_choice == user_choice :  
    winner =            'Tie'
```