Rock, Paper, Scissor

The user first chooses the desired option after which the computer will randomly pick up its choice.
The winner will be decided as per the Rules below:

Selection 1	Selection 2	Winner
Rock	Paper	Paper
Rock	Scissor	Rock
Scissor	Paper	Scissor

Hint:

1. Use random library and its inbuilt function randint() to let computer pick a desired number
2. This is an example of nested while loop

ALGORITHM:

Step 1:

Print the rules for the user

Step 2:

Create a while loop which runs indefinitely until the user prompts to stop playing.
(This will be the main ‘While’ loop that will keep the game running until it encounters a ‘break’ statement when the user wants to stop playing)
HINT - while true:

Step 3:

Display the following numbers and take a valid integer input from the user as follows:
1 - Rock
2 - Paper
3 - Scissor

If the user inputs any other integer, then print ‘Please enter the correct option’ and take the input again.

Step 4:

Use the if-elif-else statement to store the name of the element in a variable ‘user_choice’. Also, print the choice.
Example: If user chooses ‘1’ then store ‘Rock’ in the variable
User_choice = ‘Rock’

Step 5:

Use the randint method of random library to then let computer choose a random option

Step 6:

Repeat Step 4 for Computer choice and print the output.

Step 7:

Use if-elif-else statement to set the rules for the system
This is the section where you define the rules in python language and decide the winner.
HINT:

a. If both options are same then print "<== It's a tie ==>"
b. If according to the rules, computer wins then print "<== Computer wins ==>"
c. Else, print "<== User wins ==>"

Step 8:

Ask the user if they wish to play again.
If yes, then restart the game in the same loop, else print “Had a good time”