```
import random
rock = '''
paper = '''
scissors = '''
game_image = [rock, paper, scissors]
choice = int(input("What do you choose? Type 0 for Rock, 1 for Paper or 2 for Scissors."))
computer_choice = random.randint(0, 2)
if 3 >= choice > 0:
    print(game_image[choice])
   print("Computer choice:")
   print(game_image[computer_choice])
    if choice == 0 and computer_choice == 2:
        print("You win!")
    elif computer_choice == 0 and choice == 2:
        print("You lose!")
    elif computer_choice > choice:
        print("You lose")
    elif choice > computer_choice:
       print("You win!")
    elif computer_choice == choice:
        print("It's a draw")
    print("You types an invalid number, you lose!")
```

• • •

## Output 2:

What do you choose? Type 0 for Rock, 1 for Paper or 2 for Scissors.0

---' \_\_\_\_) (\_\_\_\_) (\_\_\_\_)

## Computer choice:

---' \_\_\_\_) (\_\_\_\_) (\_\_\_\_)

It's a draw

• • • Output 1: What do you choose? Type 0 for Rock, 1 for Paper or 2 for Scissors.1 Computer choice: You lose

• • • Output 3: What do you choose? Type 0 for Rock, 1 for Paper or 2 for Scissors.2 Computer choice: You win!



## Output 4:

What do you choose? Type 0 *for* Rock, 1 *for* Paper *or* 2 *for* Scissors.325 You types an invalid number, you lose!

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