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import cv2
import random
import mediapipe as mp
# Initialize MediaPipe
mp_hands = mp.solutions.hands
hands = mp hands.Hands(static image mode=False,
             max num hands=1,
             min detection confidence=0.7)
mp draw = mp.solutions.drawing utils
# Gesture Mapping
gesture map = {
 0: "Rock",
  2: "Scissors",
  5: "Paper"
def get finger count(hand landmarks):
  finger tips = [8, 12, 16, 20]
  thumb tip = 4
  count = 0
  # Get landmarks
  landmarks = hand\_landmarks.landmark
 # Check fingers
  for tip in finger tips:
    if landmarks[tip].y < landmarks[tip - 2].y:
      count += 1
  # Check thumb (horizontal)
```

CODE:

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if landmarks[thumb tip].x < landmarks[thumb tip - 2].x:
    count += 1
  return count
def get winner(user, computer):
 if user == computer:
    return "Draw"
  elif (user == "Rock" and computer == "Scissors") or \
     (user == "Scissors" and computer == "Paper") or \
     (user == "Paper" and computer == "Rock"):
    return "You Win!"
  else:
    return "Computer Wins!"
# Start webcam
cap = cv2.VideoCapture(0)
while True:
 ret, frame = cap.read()
  if not ret:
    break
 # Flip and convert color
  frame = cv2.flip(frame, 1)
  rgb frame = cv2.cvtColor(frame, cv2.COLOR BGR2RGB)
  results = hands.process(rgb_frame)
  user move = None
  if results.multi_hand_landmarks:
    for hand landmarks in results.multi hand landmarks:
      count = get finger count(hand landmarks)
      user move = gesture map.get(count)
```

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mp draw.draw landmarks(frame, hand landmarks, mp hands.HAND CONNECTIONS)
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if user move:
    computer move = random.choice(list(gesture map.values()))
    winner = get winner(user move, computer move)
    cv2.putText(frame, f"Your Move: {user move}", (10, 30),
           cv2.FONT HERSHEY SIMPLEX, 1, (255, 255, 0), 2)
    cv2.putText(frame, f"Computer: {computer_move}", (10, 70),
           cv2.FONT HERSHEY SIMPLEX, 1, (255, 0, 255), 2)
    cv2.putText(frame, f"Result: {winner}", (10, 110),
           cv2.FONT HERSHEY SIMPLEX, 1.2, (0, 255, 0), 3)
 cv2.imshow("Rock Paper Scissors", frame)
 if cv2.waitKey(10) & 0xFF == ord('q'):
    break
cap.release()
```

cv2.destroyAllWindows()