rock = '''

\_\_\_\_\_\_\_

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

(\_\_\_\_\_)

(\_\_\_\_\_)

(\_\_\_\_)

---.\_\_(\_\_\_)

'''

paper = '''

\_\_\_\_\_\_\_

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

\_\_\_\_\_\_)

\_\_\_\_\_\_\_)

\_\_\_\_\_\_\_)

---.\_\_\_\_\_\_\_\_\_\_)

'''

scissors = '''

\_\_\_\_\_\_\_

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

\_\_\_\_\_\_)

\_\_\_\_\_\_\_\_\_\_)

(\_\_\_\_)

---.\_\_(\_\_\_)

'''

#Write your code below this line 👇

import random

# input function that lets the player choose rock, paper, or scissors

# 0 = rock, 1 = paper, 2 = scissors

# computer to generate random digit between 0 and 2, where the values are the same as above.

# if p choose 0 and computer choose 0, output draw, play again

# elif p choose 0 and computer choose 1, print computer wins

# elif p choose 0 and computer choose 2, print "you win"

# elif p choose 1

options = [rock, paper, scissors]

choose = int(

input(

"What do you choose? Type 0 for rock, 1 for paper, and 2 for scissors. \n"

))

if choose >= 3 or choose < 0:

print("invalid input, try again")

else:

print(options[choose])

computer = random.randint(0, 2)

print(f"computer chose " + options[computer])

if choose >= 3 or choose < 0:

print("try again")

if choose == 0 and computer == 2:

print("You win")

elif computer == 0 and choose == 2:

print("you lose")

elif computer > choose:

print("You lose")

elif choose > computer:

print("you win")

elif computer == choose:

print("Its a draw")