```
# Pao Ying Choob
# Import random
import random

# variables
count = 0
draw = 0
won = 0
lose = 0

# Get user action
while True:
    user_action = input("Enter a choice (rock , paper, scissors): ")
    user_action = user_action.lower()
# Get bot action via random.choice
    possible_actions = ["rock", "paper", "scissors"]
    computer_action = random.choice(possible_actions)
    print(f"You choose {user_action}, computer choose {computer_action}.")
# Determine the winner
# Count statistics (play,win,lose,draw)
    if user_action == computer_action:
        print(f"Both players selected {user_action}. It's a draw!")
        count += 1
        draw += 1
    elif user_action == "rock":
        if computer_action == "scissors":
            print("Rock smashes scissors! You win!")
            count += 1
            won += 1
        else:
            print("Paper covers rock! You lose.")
            count += 1
            lose += 1
    elif user_action == "paper":
        if computer_action == "rock":
            print("Paper covers rock! You win!")
            count += 1
            won += 1
        else:
            print("Scissors cuts paper! You lose.")
            count += 1
            lose += 1
    elif user_action == "scissors":
        if computer_action == "paper":
            print("Scissors cuts paper! You win!")
            count += 1
            won += 1
        else:
            print("Rock smashes scissors! You lose.")
            count += 1
            lose += 1
# Ask user to play again ?
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    play_again = input("Play again? (y/n): ")
    print("----------------------------------")
    print("----------------------------------")
    if play_again.lower() != "y":
# Summary results
        print(f"You played {count} times.")
        print(f"You won {won} times.")
        print(f"You lose {lose} times.")
        print(f"You draw {draw} times.")
        print("----------------------------------")

        break
```