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# CS A131

# Date: March 6, 2018

# ICA

# Filename: ICA8RPS

import random

ROCK = 1

PAPER = 2

SCISSORS = 3

TIE = 0

COMPUTER\_WINS = 1

PLAYER\_WINS = 2

def **main**():

result = TIE

while result == TIE:

# get result for computer

computer = random.randint(1,3)

# get user to input their choice

player = int(input(*"Enter 1 for rock, 2 for paper, 3 for scissors: "*))

while player < ROCK or player > SCISSORS:

print(*"Must be between 1 and 3. Try again"*)

player = int (input(*"Enter 1 for rock, 2 for paper, 3 for scissors: "*))

result = rockPaperScissors(computer, player)

print(*"Computer chose"*, showChoice(computer))

print(*"Player chose"*, showChoice(player))

if result == COMPUTER\_WINS:

print(*"The computer wins!"*)

elif result == PLAYER\_WINS:

print(*"You win!"*)

else:

print(*"Tie game. Start over"*)

def **rockPaperScissors**(comp, plyr):

if comp == plyr:

return TIE

if comp == ROCK:

if plyr == PAPER:

return PLAYER\_WINS

else:

return COMPUTER\_WINS

elif comp == PAPER:

if plyr == ROCK:

return COMPUTER\_WINS

else:

return PLAYER\_WINS

elif comp == SCISSORS:

if plyr == ROCK:

return PLAYER\_WINS

else:

return COMPUTER\_WINS

def **showChoice**(choice):

if choice == ROCK:

return *'rock'*

elif choice == PAPER:

return *'paper'*

else:

return *'scissors'*

# call main

main()





