```python
import random

def monty_hall_simulation():
    # Randomly assign locations for car and goats
    doors = ["goat", "goat", "car"]
    random.shuffle(doors)

    # User selects a door
    user_choice = random.randint(1, 3)
    print(f"You chose door {user_choice}.")

    # Host reveals a door with a goat
    remaining_doors = [i for i in range(1, 4) if i != user_choice and doors[i - 1] == "goat"]
    host_reveals = random.choice(remaining_doors)
    print(f"Host reveals a goat behind door {host_reveals}.")

    # User chooses whether to switch or stay
    switch = random.choice([True, False])
    if switch:
        user_choice = [i for i in range(1, 4) if i != user_choice and i != host_reveals][0]

    # Determine the outcome
    if doors[user_choice - 1] == "car":
        print("Congratulations! You won the car!")
    else:
        print("Sorry, you got a goat.")

# Run the simulation
monty_hall_simulation()

```