

```
1 import tkinter as tk
2 from random import choice
3
4 class RockPaperScissors:
5     def __init__(self):
6         self.window = tk.Tk()
7         self.window.title("Rock Paper Scissors")
8         self.window.geometry("500x200")
9
10        self.player_score = 0
11        self.computer_score = 0
12
13        self.player_score_label = tk.Label(self.window,
14text="Player Score: 0", font=("Arial", 12))
15        self.player_score_label.pack()
16
17        self.computer_score_label = tk.Label(self.window,
18text="Computer Score: 0", font=("Arial", 12))
19        self.computer_score_label.pack()
20
21        self.result_label = tk.Label(self.window, text="",
22font=("Arial", 12))
23        self.result_label.pack()
24
25        self.rock_button = tk.Button(self.window, text="
26Rock", command=lambda: self.play("rock"))
27        self.rock_button.pack(side=tk.LEFT)
28
29        self.paper_button = tk.Button(self.window, text="
30Paper", command=lambda: self.play("paper"))
31        self.paper_button.pack(side=tk.LEFT)
32
33        self.scissors_button = tk.Button(self.window, text
34="Scissors", command=lambda: self.play("scissors"))
35        self.scissors_button.pack(side=tk.LEFT)
36
37        self.play_again_button = tk.Button(self.window,
38text="Play Again", command=self.play_again)
39        self.play_again_button.pack()
40
41        def play(self, player_choice):
42            choices = ["rock", "paper", "scissors"]
43            computer_choice = choice(choices)
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38         if player_choice == computer_choice:
39             result = "It's a tie!"
40         elif (player_choice == "rock" and computer_choice
41             == "scissors") or \
42             (player_choice == "paper" and computer_choice
43             == "rock") or \
44             (player_choice == "scissors" and
45             computer_choice == "paper"):
46             result = "Player wins!"
47             self.player_score += 1
48         else:
49             result = "Computer wins!"
50             self.computer_score += 1
51
52         self.result_label.config(text=f"Player: {
53             player_choice}, Computer: {computer_choice}, {result}")
54         self.player_score_label.config(text=f"Player Score
55         : {self.player_score}")
56         self.computer_score_label.config(text=f"Computer
57         Score: {self.computer_score}")
58
59         self.ask_play_again()
60
61     def ask_play_again(self):
62         self.play_again_button.config(text="Play Again?",
63         command=self.play_again)
64         self.play_again_button.pack()
65
66     def play_again(self):
67         self.result_label.config(text="")
68         self.player_score_label.config(text="Player Score
69         : 0")
70         self.computer_score_label.config(text="Computer
71         Score: 0")
72         self.player_score = 0
73         self.computer_score = 0
74         self.play_again_button.config(text="Play Again",
75         command=self.play_again)
76         self.play_again_button.pack()
77
78     def run(self):
79         self.window.mainloop()
80
81 if __name__ == "__main__":

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72     game = RockPaperScissors()  
73     game.run()
```