Q1. Rock Paper Scissor

Explanation of the code and problem

**Step 1.** Import random module in python.

**Step 2.** Set initial scores of user, computer and ties to 0.

**Step 3.** Enter the name of user

**Step 4.** Show the Winning Rules as –

* Rock vs Scissor means Rock wins
* Scissor vs Paper means Scissor wins
* Paper vs Rock means Paper wins

**Step 5.** Now user input its choice from the given choices

* Choose 1 for Rock
* Choose 2 for Paper
* Choose 3 for Scissor

**Step 6.** Also check whether the choice made is between 1 to 3 or not and also set the variables so that computer also understand that 1 means rock, 2 means Paper and 3 means Scissor

**Step 7.** Computer takes random number between 1 to 3 which means Rock(1), Paper(2) and Scissor(3) then show the user choice and computer choice.

**Step 8.** Set the condition for winning which are -

* If user choice is Paper and computer choice is Rock or if user choice is Rock and computer choice is Paper print Paper wins result becomes Paper.
* If user choice is Scissor and computer choice is Rock or if user choice is Rock and computer choice is Scissor print Rock wins result becomes Rock.
* If user choice is Paper and computer choice is Paper or if user choice is Rock and computer choice is Rock or if user choice is Scissor and computer choice is Scissor print it is a Draw result become Tie.
* If user choice is Paper and computer choice is Scissor or if user choice is Scissor and computer choice is Paper print Scissor wins result becomes Scissor.

**Step 9.** If result is equal to Tie then ties gets increment by 1 and if result value and user choice value are same then user score gets increment by 1 and if result and computer score values are equal then computer score gets increment by 1.

**Step 10.** Display the score of user and computer and number of draws in a match.

**Step 11**. Then we check if user score is greater than the computer score then user wins finally after playing all the 5 chances and if score of both user and computer are equal then it is a Draw otherwise if user score is smaller than the computer score then computer wins finally.

**Step 12.** Finally we check whether the user break the previous high score or not which is stored in highscoring.txt in the same folder.