Rock paper scissors

import random

def determine\_winner(user\_choice, computer\_choice):

if user\_choice == computer\_choice:

return "It's a tie!"

elif user\_choice == "rock":

return "You win!" if computer\_choice == "scissors" else "Computer wins!"

elif user\_choice == "paper":

return "You win!" if computer\_choice == "rock" else "Computer wins!"

elif user\_choice == "scissors":

return "You win!" if computer\_choice == "paper" else "Computer wins!"

else:

return "Invalid choice."

def main():

user\_score = 0

computer\_score = 0

print("Welcome to Rock-Paper-Scissors!")

while True:

print("\nChoose your move: rock, paper, or scissors")

user\_choice = input().lower()

if user\_choice not in ["rock", "paper", "scissors"]:

print("Invalid choice. Please choose rock, paper, or scissors.")

continue

computer\_choice = random.choice(["rock", "paper", "scissors"])

print(f"\nYou chose: {user\_choice}")

print(f"Computer chose: {computer\_choice}")

result = determine\_winner(user\_choice, computer\_choice)

print(result)

if result == "You win!":

user\_score += 1

elif result == "Computer wins!":

computer\_score += 1

print(f"\nScores: You {user\_score} - Computer {computer\_score}")

play\_again = input("\nDo you want to play again? (yes/no): ").lower()

if play\_again != "yes":

print("Thanks for playing!")

break

if \_\_name\_\_ == "\_\_main\_\_":

main()