

Rock Paper Scissors Game

Import random

```
import random as rd
```

Function

```
count = 0
draw = 0
win = 0
lose = 0

while True:
    user = input("Enter [R] for rock 🪨, [P] for paper 🖐️, and [S] for scissors ✂️): ")
    user = user.upper()
    # User act
    user_act = ["R", "P", "S"]
    # Computer act (Random)
    computer_act = rd.choice(user_act)
    print(f"You choose {user}, computer choose {computer_act}.")
    # Count (play, win, lose, draw)
    if user == computer_act:
        print(f"Both players selected {user}. It's a draw!")
        count += 1
        draw += 1
    elif user == "R":
        if computer_act == "P":
            print("Rock win scissors! You win!")
            count += 1
            win += 1
        else:
            print("Paper win rock! You lose.")
            count += 1
            lose += 1
```

