import random

def get\_user\_choice():

choice = input("Enter your choice (rock, paper, scissors): ").lower()

while choice not in ['rock', 'paper', 'scissors']:

print("Invalid choice.")

choice = input("Enter your choice (rock, paper, scissors): ").lower()

return choice

def get\_computer\_choice():

return random.choice(['rock', 'paper', 'scissors'])

def determine\_winner(user, computer):

if user == computer:

return "It's a tie!"

elif (

(user == 'rock' and computer == 'scissors') or

(user == 'scissors' and computer == 'paper') or

(user == 'paper' and computer == 'rock')

):

return "You win!"

else:

return "Computer wins!"

def play():

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

while True:

user\_choice = get\_user\_choice()

computer\_choice = get\_computer\_choice()

print(f"You chose {user\_choice}, computer chose {computer\_choice}.")

print(determine\_winner(user\_choice, computer\_choice))

again = input("Play again? (y/n): ").lower()

if again != 'y':

print("Thanks for playing!")

break

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

play()