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In [7]: from pickle import NONE
import random
```

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In [8]: def gamewin(comp,you):
    if comp == you:
        return NONE
    elif comp == "s":
        if you == "w":
            return False
        elif you == "g":
            return True
    elif comp == "w":
        if you == "g":
            return False
        elif you == "s":
            return True
    elif comp == "g":
        if you == "s":
            return False
        elif you == "w":
            return True
    randnum = random.randint(1,3)
    if randnum == 1:
        comp = "s"
    elif randnum == 2:
        comp = "w"
    elif randnum == 3:
        comp = "g"
```

```
In [9]: you = input("person choice snake(s) water(w) gun(g) \n")
a = gamewin(comp,you)
```

```
person choice snake(s) water(w) gun(g)
w
```

```
In [10]: if a==NONE:
    print("its a tie")
elif a==True:
    print("you win")
elif a==False:
    print("you lose")
```

```
its a tie
```

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In [ ]:
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