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برنامه ۰.۱ : برنامه بازی سنگ، قیچی، کاغذ

```
1 def whoWins(user, comp):
2     '''Determine winner,
3         Input:  user's and computer's choice
4         Output: "user", "computer" or "tie"
5     '''
6     winList = [('paper', 'rock'),
7                 ('scissors', 'paper'),
8                 ('rock', 'scissors')]
9     if user == comp:
10         win = 'tie'
11     elif (user, comp) in winList:
12         win = 'user'
13     else:
14         win = 'computer'
15     return win
16
17 def getComp():
18     '''Get computer choice
19         Input:  None
20         Output: "paper", "rock" or "scissors"
21     '''
22     import random
23     things = ['paper', 'rock', 'scissors']
24     pick = random.choice(things)
25     print("Computer picks", pick)
26     return pick
27
28 def getUser():
29     '''Get user input
30         Input:  None
31         Output: "paper", "rock", "scissors" or "quit"
32     '''
33     cmdList = ["paper", "rock", "scissors", "quit"]
34     while True:
35         n = input("Human: enter rock, scissors, paper or quit:")
36         if n not in cmdList :
37             print ( " Bad input ; try again " )
38         else :
39             break
40     return n
41
42 def showResult(score):
43     '''Show game result
44         Input:  Scores
45         Output: None
46     '''
47     print('')
48     print(format("Game Finished","*^50"))
```