IT102 – Introduction to Python

Python is a widely used general-purpose programming language. Its design philosophy emphasizes code readability, and its syntax allows programmers to express concepts in fewer lines of code than would be possible in languages such as C++ or Java. Guido van Rossum created Python in 1989.

```python
import time
from time import sleep
import random
sus="-"*35
depo=["rock","paper","scissors"]
while True:
    x=input("rock , paper, scissors: ")
    if x not in depo:
        print ("Dont cheat!")
        continue
    pc=random.choice(depo)
    sleep(0.5)
    print (("Computer picked {}.").format(pc))
    if x==pc:
        sleep(0.5)
        print (("\nIt's a draw.\n{}").format(sus))
    elif x=="rock" and pc=="scissors":
        sleep(0.5)
        print (("\nYou win.rock beats scissors\n{}").format(sus))
    elif x=="paper" and pc=="rock":
        sleep(0.5)
        print (("\nYou win.paper beats rock\n{}").format(sus))
    elif x=="scissors" and pc=="paper":
        sleep(0.5)
        print (("\nYou win.scissors beats paper\n{}").format(sus))
    else:
        sleep(0.5)
        print (("\nYou lose. {} beats {}\n{}").format(pc,x,sus))
input()
```

1. Read the program and explain what it does.
2. Download and install Python 3 from https://www.python.org/downloads/
3. Write the Rock-Paper-Scissors program in Python IDLE and run it (F5).

Homework

Make the Rock-Paper-Scissors program exit when the user inputs the word "exit".