

(looping 1 and 2)

0.Print directions**

1. Get weapons

2. **If the weapon is quit, print thanks for playing, then print number of games, ties, wins, loses. Then quit.

3. Process who won

get_weapons

****1. Computer gets weapon using random.choice(r,p,s)**

2. Get user weapon

process_winner

1. if tie, print tie, tie += 1

2. elif human wins (p>r, s>p, r>s), print human won, wins += 1

3. else computer wins, print computer won, loses += 1

get_user_weapon

1. **Ask user for a weapon (r,R,p,P,s,S,q,Q)

2. **If the weapon is not a valid choice, ask again