

Component C. Personalized Project Reference.**Procedure:**

i.

```
def determine_winner(player_choice, computer_choice):  
    global score  
  
    if player_choice == computer_choice:  
        return "Tie"  
    elif(  
        (player_choice == "rock" and computer_choice == "scissors") or  
        (player_choice == "paper" and computer_choice == "rock") or  
        (player_choice == "scissors" and computer_choice == "paper")  
    ):  
        score[0] += 1  
        return "Player"  
    else:  
        score[1] += 1  
        return "Computer"
```

ii.

```
result = determine_winner(player_click, computer_choice)  
if result == "Player":  
    win(computer_choice)  
elif result == "Computer":  
    loss(computer_choice)  
elif result == "Tie":  
    tie(computer_choice)
```

List:

i.

```
score = [0, 0]
```

ii.

```
print("-----")  
print("Player Score:", score[0])  
print("Computer Score:", score[1])
```