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import tkinter as tk
from tkinter import messagebox
import random

# Initialize scores
user_wins = 0
computer_wins = 0
draws = 0

# Function to handle the user choice
def user_choice(user_selection):
    global user_wins, computer_wins, draws

    # List of possible choices
    choices = ["Rock", "Paper", "Scissors"]

    # Get computer choice
    computer_selection = random.choice(choices)

    # Determine the winner
    winner = determine_winner(user_selection, computer_selection)

    # Update the score based on the result
    if winner == "You win!":
        user_wins += 1
    elif winner == "You lose!":
        computer_wins += 1
    else:
        draws += 1

    # Update the score board
    update_score_board()

    # Display the choices and the result
    result_label.config(text=f"Your choice: {user_selection}\nComputer's choice:
{computer_selection}\n{winner}")

# Function to determine the winner
def determine_winner(user, computer):
    if user == computer:
        return "It's a draw!"
    elif (user == "Rock" and computer == "Scissors") or \
         (user == "Paper" and computer == "Rock") or \
         (user == "Scissors" and computer == "Paper"):

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        return "You win!"
    else:
        return "You lose!"

# Function to update the score board
def update_score_board():
    score_label.config(text=f"User Wins: {user_wins}\nComputer Wins:
{computer_wins}\nDraws: {draws}")

# Function to reset the game and score
def reset_game():
    global user_wins, computer_wins, draws
    user_wins = 0
    computer_wins = 0
    draws = 0
    result_label.config(text="")
    update_score_board()

# Create the main application window
root = tk.Tk()
root.title("Rock Paper Scissors")

# Create a label to display the result
result_label = tk.Label(root, text="", font=("Arial", 14), pady=20)
result_label.pack()

# Create buttons for the user to select Rock, Paper, or Scissors
rock_button = tk.Button(root, text="Rock", font=("Arial", 12), command=lambda:
user_choice("Rock"))
rock_button.pack(side=tk.LEFT, padx=20)

paper_button = tk.Button(root, text="Paper", font=("Arial", 12), command=lambda:
user_choice("Paper"))
paper_button.pack(side=tk.LEFT, padx=20)

scissors_button = tk.Button(root, text="Scissors", font=("Arial", 12), command=lambda:
user_choice("Scissors"))
scissors_button.pack(side=tk.LEFT, padx=20)

# Create a reset button
reset_button = tk.Button(root, text="Reset", font=("Arial", 12), command=reset_game)
reset_button.pack(side=tk.LEFT, padx=20)

# Create a label to display the score board

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score_label = tk.Label(root, text="User Wins: 0\nComputer Wins: 0\nDraws: 0", font=("Arial",  
12), pady=10)  
score_label.pack()
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# Start the main event loop  
root.mainloop()
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