Brief Explanation:

1. **Imports**:
   * random: Used to generate random choices for the computer.
2. **Choices List**:
   * choices = ["Rock", "Scissors", "Paper"]: Defines the possible choices for the game.
3. **Function get\_user\_choice**:
   * This function prompts the user to choose Rock, Scissors, or Paper.
   * It validates the input to ensure the user enters a valid choice (1, 2, or 3).
   * It returns the corresponding choice from the choices list.
4. **Main Game Loop**:
   * The game runs in a loop, allowing for multiple rounds of 5 games each until the user decides to exit.
   * It initializes user\_score and computer\_score to zero for each round of 5 games.
   * Prompts the user to start the game or exit.
     + If the user chooses to start (1), it plays 5 rounds:
       - For each round, it gets the user's choice and randomly selects the computer's choice.
       - It compares the choices and updates the scores based on who wins or if it's a draw.
     + After 5 rounds, it displays the final scores and the overall winner.
     + If the user chooses to exit (2), it exits the loop and ends the game.
     + If the input is invalid, it prompts the user again.
5. **Game Logic**:
   * If the choices are the same, it's a draw.
   * The user wins if their choice beats the computer's choice according to the game rules.
   * Otherwise, the computer wins.

This structure ensures a clear and user-friendly game flow, with proper input validation and clear separation of different parts of the game logic.

Output:



