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This is example!
    Firstly!, I would like to display you the way that my computer win.
        "How many sticks in the pile: 6
        There are 6 sticks in the pile.
       What is your name: Pop
       Pop , how many sticks you will take (1 or 2): 2
        There are 4 sticks in the pile.
        I, smart computer, takes: 1
        There are 3 sticks in the pile.
        Pop , how many sticks you will take (1 or 2): 2
        There are 1 sticks in the pile.
        I, smart computer, takes: 1
        Pop , takes the last stick.
        OK. There is no stick left in the pile. We spent 4 times together.
        I am smart computer and win !!!!"
    And lastly, you can monitor on the example way what player gonna win.
        How many sticks in the pile: 7
        There are 7 sticks in the pile.
        What is your name: ppp
        I, smart computer, takes: 1
        There are 6 sticks in the pile.
        ppp , how many sticks you will take (1 or 2): 2
        There are 4 sticks in the pile.
        I, smart computer, takes: 1
        There are 3 sticks in the pile.
        ppp , how many sticks you will take (1 or 2): 2
        There are 1 sticks in the pile.
        I, smart computer, takes: 1
        There are 0 sticks in the pile.
        I am smart computer and takes the last stick.
        OK. There is no stick left in the pile. We spent 5 times together.
        ppp win ( I am smart computer and am sad TT_TT)
Various bug traps:
    1. if N>0: "this will check How many sticks are input in the pile game."
    2. if t==1 or t==2: "this will check how many sticks that you take off only 1 or
               2.0.1. if N==0: "here will remain if sticks has all been taken off."
           2.1. elif t>N: "the code can check on condition that you take it more than
remaining."
           2.2. elif t==0: "if you do not take it off, it will display to you."
           2.3. elif t>2: "you cannot to take it off more than 2 sticks. this will
remain you."
        It same as the path of computer work on.
    3. else of 1. "this will show if you do not play with computer."
    4. If the player cannot take piles off on condition, the player can pick it again.
"re=0 while re==0:"
Change sumary:
    "1 changed file with 55 additions and 24 deletions."
    "2 changed files with 28 additions and 19 deletions."
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