

## Task 4: RockPaperScissors Game

About the RockPaperScissors Game:

This program is a simple implementation of the RockPaperScissors game using Tkinter, a Python GUI library. It allows users to play against the computer, keeping track of scores for both the user and the computer.

Functionality:

### 1. Game Interface:

Upon execution, the program opens a window titled "RockPaperScissors Game" displaying the user's score and the computer's score initially set to 0.

Three buttons labeled "Rock", "Paper", and "Scissors" are provided for the user to make their choice.

### 2. Playing the Game:

Users can click one of the buttons to make their choice (rock, paper, or scissors).

The computer randomly selects one of the choices.

The winner of the round is determined based on the classic rules of the RockPaperScissors game.

### 3. Displaying Results:

After each round, a message box displays the user's choice, the computer's choice, and the result of the round (win, lose, or tie).

### 4. Updating Scores:

The program updates the scores for both the user and the computer based on the outcome of each round.

The updated scores are displayed in the interface.

### 5. Continuing the Game:

Users can continue playing rounds by selecting their choice.

### 6. Exiting the Game:

Users can close the window to exit the game.

Sample Output:

