Documentation for FizzBuzz Guessing Game

This Python program is a number guessing game based on the FizzBuzz concept. The computer randomly generates a number between 1 and 20 for each round, and the user must guess whether the number is divisible by 3 (Fizz), divisible by 5 (Buzz), divisible by both (FizzBuzz), or neither. The program keeps track of the user's score throughout the game.

# Global Variables

1. user\_score: Tracks the number of correct guesses made by the user (initially 0).

2. n: The number of rounds chosen by the user (input by the user at the start).

# Main Flow

1. The program asks the user how many rounds they want to play.

2. For each round:

- The computer generates a random number between 1 and 20.

- The user is asked to guess the category of the number by choosing:

1 → Fizz (divisible by 3)

2 → Buzz (divisible by 5)

3 → FizzBuzz (divisible by both 3 and 5)

4 → Neither (not divisible by 3 or 5)

- The program checks the user's input for validity (must be 1-4).

- Based on the random number, the program evaluates the correct category.

- If the user guesses correctly, the score increases by 1. Otherwise, it prints a wrong guess message.

3. After all rounds are completed, the program prints the final score.

# Important Functions and Logic

1. random.randint(1,20): Generates a random integer between 1 and 20 for each round.

2. while True loop: Ensures that the program keeps prompting the user until a valid choice is entered.

3. if conditions:

- com % 3 == 0 and com % 5 == 0 → Number is divisible by both 3 and 5 → FizzBuzz.

- com % 3 == 0 → Number is divisible by 3 only → Fizz.

- com % 5 == 0 → Number is divisible by 5 only → Buzz.

- else → Number is neither divisible by 3 nor 5 → Neither.

# End of Program

At the end of all rounds, the program prints the final score of the user.