**Task 4 description**

**Rock-Paper-Scissors** game where the user can play multiple rounds, and the scores are tracked. The program prompts the user to choose rock, paper, or scissors, and the computer generates a random choice. Based on the choices, the program determines the winner and displays the result. The user can play again if they want.

 **Computer's Choice:**

* The function randomly selects "rock," "paper," or "scissors" for the computer using the function.

 **Game Logic:**

* The function compares the user's choice with the computer's choice and determines the winner based on the classic rules of Rock-Paper-Scissors:
  + Rock beats Scissors
  + Scissors beat Paper
  + Paper beats Rock
* If both the user and the computer choose the same option, the result is a tie.

 **User Input:**

* The program prompts the user to choose one of the three options: "rock," "paper," or "scissors."
* If the user enters an invalid choice, the program informs them and asks for a valid input.

 **Score Tracking:**

* The program keeps track of the user's and computer's scores across multiple rounds. After each round, the scores are displayed, and the user can see who is winning.

 **Play Again:**

* After each round, the program asks the user if they want to play again. If the user enters "yes," the game continues; otherwise, the game ends with a "Thanks for playing!" message.