**Validation for Rock Paper Scissors game in Tkinter**

My first validation test was to make sure that the rock paper scissors were working correctly. I first tested each button at a time, eight times. When I first tested this the scissors would beat rock so I had to fix that, other than that I didn't have any trouble with the rock paper scissors aspect.

My second test was making sure the score counter was working. By clicking it at a decent speed to see if it would keep track, I clicked each button about 15 times in total, and one click per second and it had no problems keeping up. It can look like it is not keeping up but it is, the ties can make it look like it.