**Validation testing**  
  
  
Each time a choice is made the player clicking on the button should result in text printing if the player or the computer has won.  
  
The score ticker should update after each play.  
  
The results should print correctly. For example If Rock and Paper are chosen The result should not be   
“Paper wins.”  
  
Graphical user interface, application

Description automatically generatedGraphical user interface, application

Description automatically generated A screenshot of a computer

Description automatically generated

Graphical user interface, application

Description automatically generated  
  
  
  
  
  
  
  
  
 **A few of the problems I encountered and was able to solve**  
Resizing main and game play windows.   
The main window currently resizes correctly   
and I have set the game play window to not be resizable.   
  
Some problems I had and was able to fix. Making the buttons with images.  
Automatic garbage collection solved using ‘r’  
The program opening two windows at the same time instead of just the master window and then a second one after clicking the button.

The gui functions as expected. However, there are a few things that I would improve or change.  
I still do not like the text box the outcomes print in. I would like to either have the last rounds results auto delete or for the outcome to print on its own and then disappear, I thought It might be a good idea to try using images with text. Unfortunately, my efforts have been futile I would like to continue working on it after this class had ended.