

اللعبة تتضمن 5 جولات حيث يسحب كل لاعب رقما عشوائيا من 1 إلى 10
-يتم حساب النقاط لكل لاعب ويتم عرض النتائج بعد كل جولة

```
import random
```

```
class Player:  
    def __init__(self, name):  
        self.name = name  
        self.points = 0
```

```
def add_points(self, points):
```

```
self.points += points
```

```
def __str__(self):  
    return f"{self.name} - Points:  
           {self.points}"
```

```
class Game:  
    def __init__(self, player1_name,  
                  player2_name):  
self.player1 = Player(player1_name)  
self.player2 = Player(player2_name)  
self.current_player = self.player1
```

```
    def switch_player(self):  
        self.current_player = self.player2 if  
self.current_player == self.player1 else  
        self.player1
```

```
    def play_round(self):  
        # سحب عدد عشوائي بين 1 و 10  
        number = random.randint(1, 10)
```

```
print(f"{self.current_player.name}'s  
turn. Drawn number: {number}")
```

إضافة النقاط للاعب الحالي

```
self.current_player.add_points(number)
```

التبديل بين اللاعبين

```
self.switch_player()
```

```
def display_scores(self):  
    print(self.player1)  
    print(self.player2)
```

```
def main():
```

```
    print("Welcome to the Busra Game!")
```

```
    player1_name = input("Enter the name of  
                           Player 1: ")
```

```
    player2_name = input("Enter the name of  
                           Player 2: ")
```

```
game = Game(player1_name,  
             player2_name)
```

```
rounds = 5 # عدد الجولات  
for _ in range(rounds):  
    game.play_round()  
    game.display_scores()
```

```
    # عرض النتيجة النهائية  
    if game.player1.points >  
        game.player2.points:  
print(f"{game.player1.name} wins!")  
    elif game.player1.points <  
        game.player2.points:  
print(f"{game.player2.name} wins!")  
    else:  
        print("It's a tie!")
```

```
if __name__ == "__main__":  
    main()
```