**Manual of code**

**Lab 1.2 Fizz Buzz Game**

**1. The Game Rules**

* **FizzBuzz**: If the number is divisible by both 3 and 5.
* **Fizz**: If the number is divisible by 3.
* **Buzz**: If the number is divisible by 5.
* **Neither**: If none of the above apply.

**2. How the Code Works**

**a. Class Structure (FizzBuzzGame)**

* **Initialization (\_\_init\_\_):**  
  Sets up a random\_number variable (initially 0).
* **Generate Random Number (generate\_random\_number):**  
  Picks a random integer between 1 and 100 and prints it.  
  Example: Random number: 15.
* **Determine the Answer (fizz\_buzz):**  
  Uses conditional checks to return the correct classification ("Fizz," "Buzz," etc.) for the generated number.
* **Start the Game (start\_game):**
  1. Generates and displays the random number.
  2. Asks the user to classify it (e.g., "Is the number 'Fizz', 'Bizz', or 'Neither'?").
  3. Compares the user’s input to the correct answer.
  4. Prints "Correct Answer" or reveals the correct answer if wrong.

**3. Example Gameplay**

1. The game generates a number (e.g., **15**).  
   Output: Random number: 15
2. The user is prompted:  
   Is the number 'Fizz', 'Bizz', or 'Neither'?
3. If the user guesses "FizzBuzz":  
   Output: Correct Answer
4. If the user guesses "Buzz" (but the prompt says "Bizz"):  
   Output: The correct Answer was: FizzBuzz