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**Fizz Buzz Game**

**Explanation**

1. **Looping through numbers**: I used a for loop with range(1, 101) to iterate over numbers from 1 to 100, as the brief specifies the first 100 rounds.
2. **Conditionals for Fizz Buzz rules**:
   * The modulo operator (%) checks divisibility. If num % 3 == 0, the number is divisible by 3. If num % 5 == 0, it’s divisible by 5.
   * The first condition checks if the number is divisible by *both* 3 and 5 (num % 3 == 0 and num % 5 == 0). If true, it prints "Fizz Buzz".
   * The elif checks if the number is divisible by 3 only (num % 3 == 0), printing "Fizz".
   * The next elif checks if the number is divisible by 5 only (num % 5 == 0), printing "Buzz".
   * If none of the above conditions are met, the else block prints the number itself.
3. **Order of conditions**: Checking for divisibility by both 3 and 5 first is critical. If I checked for 3 or 5 individually before the combined case, a number like 15 would trigger "Fizz" or "Buzz" prematurely and skip "Fizz Buzz". The order ensures correctness.

**OUTPUT :**

