**Activity 8: Advanced Arcade Game Score Tracker**

**Problem Statement**

An arcade game tracks player scores across multiple rounds, offering bonuses and warnings based on performance trends, using loops and past lesson concepts.  
Write a Python program named python\_activity8 that:

1. Asks the user for the number of rounds to play (whole number, 1-10) and their target score per round (0-100).
2. Uses a **for loop** to go through each round, asking for the player’s score (0-100) per round, and calculates:
   * The total score by adding up all round scores.
   * The average score by dividing the total by the number of rounds.
3. Inside the loop, for each round:
   * If the score meets or exceeds the target, add a 10-point bonus to that round’s score after checking it.
   * If the score is below half the target and it’s round 3 or later, display a warning message about a low score, including the round number.
4. After the loop, uses a **while loop** to subtract 5 points from the total score repeatedly until it’s 200 or less, or until it reaches 0, counting how many times it deducts.
5. Displays:
   * The total score before any deductions, labeled as "Total before deductions" with the value rounded to two decimal places.
   * The number of deductions made, labeled as "Deductions applied".
   * The final total score after deductions, labeled as "Final total" and rounded to two decimal places.
   * A performance message: "Great job!" if the average is above the target, "Try harder!" if it’s below 75% of the target, or "Solid effort!" otherwise.
   * A bonus message using a shorthand conditional: "Bonus master!" if every round got a bonus, otherwise show the number of bonuses earned.  
     Test your program with: rounds = 3, target = 80, scores = [90, 60, 40]; and rounds = 2, target = 70, scores = [80, 90].