# FizzBuzz Game Code Explanation

This document explains the working of the provided Python program which is a game based on the classic FizzBuzz rules.

## Importing Libraries

import random  
The "random" library is used to generate random numbers for the game.

## Initializing Variable

n = 0  
The variable "n" keeps track of the last number. Initially set to 0.

## Instructions

A print statement displays the rules:  
- Divisible by 3 → say "Fizz"  
- Divisible by 5 → say "Buzz"  
- Divisible by both 3 and 5 → say "Fizz Buzz"  
- Otherwise, just press Enter.

## Game Loop

while True:  
Runs the game continuously until the user provides a wrong answer.

## Generate Random Number

no = random.randint(1, 15)  
n1 = n + no  
print(f"The number is : {no}")  
Generates a random number between 1 and 15, adds it to the previous number (n + no), and stores it in n1.

## Checking Conditions

if n1 % 3 == 0 and n1 % 5 == 0:  
 c = "Fizz Buzz"  
elif n1 % 3 == 0:  
 c = "Fizz"  
elif n1 % 5 == 0:  
 c = "Buzz"  
else:  
 c = ""  
  
Determines the correct answer based on divisibility rules.

## User Input

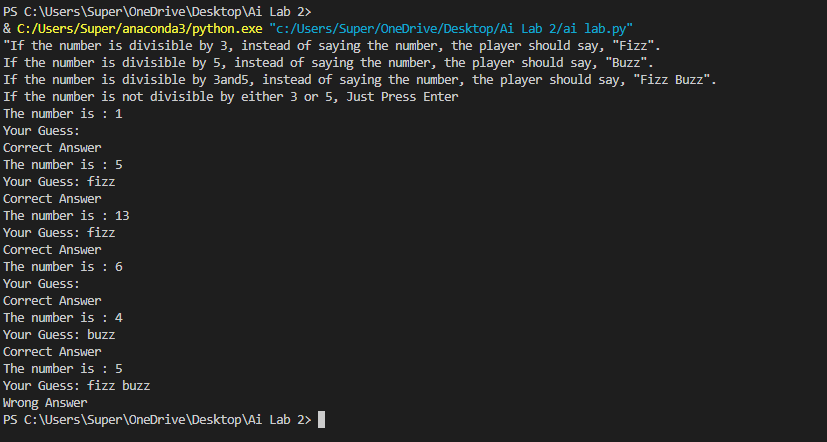
guess = input("Your Guess: ")  
Takes input from the user for their guess.

## Validation

if guess.lower() == c.lower():  
 print("Correct Answer")  
else:  
 print("Wrong Answer")  
 break  
  
Checks if the user's guess is correct. If not, ends the game.

## Update Last Number

n = no  
Updates "n" for the next round.  
  
**Output :**

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