Hello! This program is a simple number guessing game that is implemented using parallel processing and the relevant libraries.

##### Developer's Introduction:

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##### Program's Objective:

The objective of this program is to create a simple and engaging game for number guessing.

##### Library Section:

In this section, the necessary libraries for program implementation are imported, including the random library for generating random numbers and the threading library for parallel processing.

##### Relevant Lock Used in Parallel Processing:

In this section, a lock is defined, which is used to manage the output of the parallel printed descriptions.

##### Welcome Message:

In this section, a welcome message is displayed to the user.

##### Rules Section:

In this section, the rules of the game are displayed to the user. It is explained that the user needs to guess a certain number of times to earn a point.

##### Registration Section:

In this section, the user can register and start the game. The user first chooses whether or not to join the game. If agreed, a player number is assigned to the user, and the user enters their name.

##### Computer Guessing Section:

In this section, the computer randomly selects a number and tries to guess it before the user does, within a certain number of guesses. If the computer guesses the number correctly and wins, it earns a point.

##### Player Guessing Section:

In this section, the user needs to guess the number within a certain number of tries to earn a point. The user enters their guesses, and based on those guesses, they are given feedback on whether their number is smaller or larger than the computer's randomly generated number.

##### Note on Parallel Processing:

Parallel processing is used to improve the performance of the program. The "Rules" and "Game" tasks are executed in two parallel threads to reduce program execution time.

##### Summary:

This program is a simple number guessing game that is implemented using parallel processing and the relevant libraries. The user needs to make a certain number of guesses to earn a point and can compete with the computer. The game rules and the computer's random number selection are also used.