Picture of Rock/Paper/Scissors Output with EC graph of 4 rounds

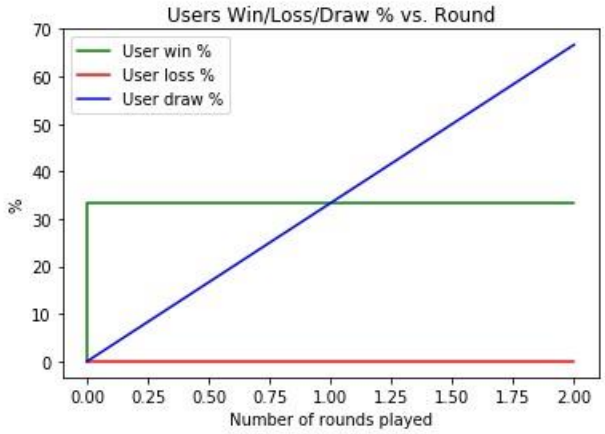
```
Choose rock, paper or scissors: r
The user chose  r
The computer chose  s
The user won

Choose rock, paper or scissors: p
The user chose  p
The computer chose  p
It was a tie

Choose rock, paper or scissors: fail
User input is invalid

Choose rock, paper or scissors: s
The user chose  s
The computer chose  s
It was a tie

Choose rock, paper or scissors: stop
Stopping now
There were  3 rounds played
The user won  33 % of the time
The user lost  0 % of the time
The user tied  67 % of the time
The user chose rock  33 % of the time
The user chose paper  33 % of the time
The user chose scissors  33 % of the time
The computer chose rock  0 % of the time
The computer chose paper  33 % of the time
The computer chose scissors  67 % of the time
```



I know that my code works because I can successfully play multiple rounds of RPS with the computer and the output that I receive is the same as the example output provided.

As the number of rounds increases you would expect the win/loss/draw % of the user to approach 33% of either win loss or draw. You can see this start to occur in the following graph where I played 49 rounds.