WEEK1- PROJECT-SUBJECT

Explanation of the game: the point of the game is to guess the number that the computer has in mind

FIRST PART

1) Create a function *playTheGame* that takes no parameter
2) Inside this function, ask the user if he wants to play the game
3) If he doesn't want to play, print the sentence "No problem, Goodbye"
4) If he wants to play the game, ask him to give a number between 0 and 10.
5) Then, Create 2 conditions:
   - If he enters a number less than 0 and bigger than 10 print the sentence, "Sorry **this number**, is not a good number, Goodbye". Where **this number** is the number, the user gave you
   - Else, create a variable *randomNum* that takes a random number between 0 and 10.
     To take random numbers, use the class **random().**
     Look at this : and decide which function fits the best

SECOND PART

1) Create a function named *test* that takes 2 parameters : userNumber and computerNumber
2) Inside this function, create a few conditions
   - If the userNumber equals the computerNumber, print the sentence: ""You win! The number of the computer was **computerNumber**". Where **computerNumber** is the parameter of the function
   - If the userNumber is bigger than the computerNumber, ask the user to try again because the number is too big.
   - If the userNumber is lower than the computerNumber, ask the user to try again because the number is too low.

<u>BONUS</u>

   - If the user guessed more than 3 times, print him that he lost and give him the number that the computer had in mind

THIRD PART

1) You have to call the *test* function in the function *playTheGame*. Where will you put it ?
2) Call the function *test*, and run the game