

# ALGORITHM

## STEP 1

Start the program

## STEP 2

Declare variables for number, guess, attempts, score, and player name

## STEP 3

Initialize the random number generator using `rand(time(0))`

## STEP 4

Generate a random number between 1 and 100

## STEP 5

Read the player name

## STEP 6

Initialize attempts = 0

## STEP 7

Prompt the user to enter a guess Increment the attempt count

## STEP 8

If guess > number, display "Too High" Else display "Correct Guess"

Else if guess < number, display "Too Low"

## STEP 9

Repeat Steps 7 and 8 until the correct number is guessed

## STEP 10

Calculate score using

score= 100 -(attempts x 5)

If score < 0, set score 0

## STEP 11

Open the file score. txt

in append mode

## STEP 12

Write player name, attempts,

and score into the file

## STEP 13

Close the file

## **STEP 14**

Display final score

## **STEP 15**

Stop the program