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# the import * statement imports all the functions and classes from random
from random import *
#num variable is defined and gets a random integer between 1 and 100
num = randint(1, 100)


#variable max gets 100. The max amount the computer can guess is 100
max = 100
#variable mini gets 1. The mini amount the computer can guess is 1
mini = 1


#all of these below are print statements giving instructions to the user
that they should guess a number and the AI will let them know they’re too
high or low
print("Please think of a number between")
print("one and one hundred. I'll guess")
print("your number. You tell me if I'm")
print("too high, too low, or correct.")
#print statement with parentheses to give a space in between the
instructions and actual program
print()


#variable turns gets 1, turns variable is going to be used to count how
many attempts it took to guess the correct number. We set it to 1 because
the program counts the first attempt first and we must make it 1
turns = 1


#variable guess gets 0, guess variable is going to be used in this program
to be the leading factor if the number is too high or low. We set it as 0
first because there is no prior guess value. The guess value will always
change in this program based on user input.
guess = 0


#print statement “I guess” with variable num with the random integer
print ("I guess:",num)
#The guess variable gets the input of the user choosing if the random
number is too (h)igh, too (l)ow, or (c)orrect.
guess = input("too (h)igh, too (l)ow, or (c)orrect?")


#While loop starts while guess is not equal to “c”
while (guess!="c"):
#print statement “I guess” with variable num with the random integer
  print ("I guess:",num)
#The guess variable gets the input of the user choosing if the random
number is too (h)igh, too (l)ow, or (c)orrect.
  guess = input("too (h)igh, too (l)ow, or (c)orrect?")
# if the guess variable is equal to “h”:
  if guess == "h":
#turns variable now gets +1 value after the guess was imputed
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    turns = turns+1
#max variable now gets num value
    max = num
    num = randint(mini, max)
# elif variable guess is equal to “1”
  elif guess == "l":
#turns variable now gets +1 value after the guess was imputed
    turns= turns+1
#mini variable now gets num value
    mini = num
#num variable is defined and gets a random integer between 1 and 100
    num = randint(mini, max)
# a message that exclaims how many turns it took with variable “turns” in
the middle to output the number of guess given to the AI
print ("I got it! It took",turns,"turns")
```