Challenge #2

In this challenge, you are required to work with a team consisting of 2 members you and anyone in the class.

The challenge is, you are required to build a “Guess the number” game using Python.

The idea of this game is that the program will choose a random number using the random library and the user will try to guess the number.

Step 1:

One of you will make the GitHub repository with the main method that will call two methods one of them will make the random value another one will check if the value is mached or not.

```
def main():
    number = RandomNumber()
    guess = input("Enter a number")
    CheckUserChoice(number, guess)
    return None

def RandomNumber():
    return None

def CheckUserChoice(number, guess):
    return None

main()
```

Step 2:

After making this file, you will need to push it to the GitHub repository and the second user will clone it.

Step 3:

Then both of you will be working on a separate branch one of you will write the RandomNumber function, and the second user will write the CheckUserChoice function.

Step 4:

After that, you will push the changes on GitHub, then merge the code, and check if the final result is working or not?

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write your command and do the needed tasks.

Command	Description
git init	Make a local repository
git add file name or git add .	To add the new to the track place and to add the changes to the old files
git commit –m "commit name"	To save those changes to the repository and give them a name or description
git branch BranchName	To make a new branch in the repository
git checkout BranchName	To move the head from a its position to another branch
git remote add origin URL	To add a cloud repository that you made on GitHub
git push origin BranchName	To send all commits that you made to the cloud repository (GitHub)
git status	To get the last updates that are uploaded to the GitHub repertory
git clone URL	To check the current status for git
git init	To download a public repository (such as form GitHub)