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CS 210 - Python Programming

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**Logic Report**

First of all, I want to put the random number for the guess number so I import the “random” module in the code. I also want to give excitement to the players so I also import the “time” module to set the time 30 seconds for one guess. Later I put “define(def)” to set the function for playing the game so that when the player wants to play the game again I can easily run the function or reuse the code back. Then, I set the secret number by using the random module to set the range of the numbers from 1 to 100,000, and I also set the attempts and time limit. Then I put the string to print out for welcoming the game and telling the rules of the game and time limits. Then I use the “while loop” as I want to run until the last attempt. I also use “try” and “except” blocks to handle the errors which are invalid inputs such as letters or symbols and numbers that are larger and smaller than the range of 1 to 100,000. I will start the timer as soon as I give the “input” to put their inputs. After the player puts their guessing number, the timer will stop. I also stop the timer and will show how much time the player used by showing the time left, using the “time module”. The time left will be calculated first the elapsed time which is subtracting the start time from the end time and later subtracting the elapsed time from the time limit which is 30 seconds that I set. Then I use the “if condition” within the while loop to run to show the glues that are too low and too high for larger and smaller numbers than the secret number. Then, I use the “if condition” again to set it to stop after maximum attempts and will ask to play again or not by “input” yes or no by lower letters. If a player puts “yes” the game will run again like from the beginning and if the player puts “no” with the lowercase, the game will stop by showing the “Thank you for playing.” string.