Python Projects

1. **Number guessing game in python**

**Task**

1. Build a Number guessing game, in which the user selects a range.
2. Let’s say User selected a range, i.e., from A to B, where A and B belong to Integer.
3. Some random integer will be selected by the system and the user
4. has to guess that integer in the minimum number of guesses

#to find the lower number of guess we have a formula

Minimum number of guessing = log2(Upper bound – lower bound + 1)

#steps

1. User inputs the lower bound and upper bound of the range.
2. The compiler generates a random integer between the range and store it in a variable for future references.
3. For repetitive guessing, a while loop will be initialized.
4. If the user guessed a number which is greater than a randomly selected number, the user gets an output “Try Again! You guessed too high“
5. Else If the user guessed a number which is smaller than a randomly selected number, the user gets an output “Try Again! You guessed too small”
6. And if the user guessed in a minimum number of guesses, the user gets a “Congratulations! ” Output.
7. Else if the user didn’t guess the integer in the minimum number of guesses, he/she will get “Better Luck Next Time!” output.