CSCD 240

If your program gets a compilation error, you get a Zero credit for this Lab. If you turned in wrong files or corrupted files, you get a zero.

PROGRAM SPECIFICATIONS

Write a program to play "Guess my Number".

In this game the computer picks a number between 1 and the range entered by the user and the player tries to guess it.

The general flow of the game in this order is:

- The user is prompted for a number **A**, which should be greater than 99 (You must ensure this)
- The computer picks a random number **R** between 1 and the number **A** entered by the user.
- The user is prompted for and enters their name, you can use this name when you output message in following steps.
- The game enters a loop that continues until the player guesses the correct number.
- In that game loop the following things happen:
    - The player guesses a number, E.g. user inputs a number **G** as a guess.
        - As long as the number **G** is less than 1 or greater than the number **A** , the program loops and asks for a new guess.
    - Once the player guesses a number in the right range the computer checks it.
    - If the player's guess **G** is less than the computer's number **R**, the program prints "Too small" (or some similar message).
    - If the player's guess **G** is larger than the computer's number **R**, the program prints "Too large" (or some similar message).
    - If the player guesses the computers number right then the game loop should end.
- Once the game loop ends the program should print "You guessed my number." (or a similar message) and end.
- The program will keep track of the number of player guesses and print this value at the end of the game. E.g. with a message like, "Good job, you guessed my number in only X guesses." where X is the number of guesses the player took. Ultimately, the user is limited to 15 total guesses. This max guesses will be declared as a constant.
- When a game is complete the player has the option to play again. This is simply a 'y' or a 'n'. You must verify range of the character but you are guaranteed a single character. **Keep asking the user until they input 'y' or 'n' character.**

NOTES

- This is meant to be a simple conversion from a former Java program to C.
- You will place all your code in main and main will be int main()
- You will NOT write your own functions for this lab.

- Your code will be run on cslinux so you better make sure it compiles and runs there

TO TURN IN

A zip file containing:

- Your C file (named properly), smithjlab5.c for John Smith.
- An output file named cscd240_s14_lab5out.txt that contains at least 3 runs of your program.

Submit your zip on the Canvas> cscd240 → Assignments →Lab5.