Things to test for in guessing application

1. Numeric input /
2. Between 1-100 /
3. No symbols/
4. Not empty/
5. Correctly displays incorrect & Keeps asking for input if wrong/
6. Correctly display correct answer/

Things to refactor in my code:

* Added constants for the upper and lower limit in the randomizer. If I change it in the future I only need to change it in one place now.([Shotgun Surgery](https://refactoring.guru/smells/shotgun-surgery))
* Moved the quit check code out to its own function. I can easily add more keywords to check for and reuse the code in any new work now.
* Each if statement was moved to its own function and given a name that makes the operation the function performs very self explanatory and not require comments.([Comments](https://refactoring.guru/smells/comments)).

Tests

I wrote the program in python and will be using the unittest library to run and write my tests.