Pseudocode for Bella’s Game: Brandon Hobbs

#Define a function that creates the random number with the lower bound and upper bounds as input

**Function Random\_Num** (LB, UB)

Make a Global Variable: Rand\_Num\_Global

Get a Random Number between LB and UB: Rand\_Int

Set Global Variable to Random Number: Rand\_Num\_Global = Rand\_Int

**Return** Nothing

#Define a function to evaluate a guess with the guess as the input

**Function High\_Low** (Guess)

**If** the Guess is > Rand\_Num \_Global

**Return** 1

**Else If** the Guess < Rand\_Num\_Global

**Return** -1

**Else**

**Return** 0

#Define the main function that gets the user’s input and runs the game

**Main Function**()

**Output**: ‘Hi Bella. Are you Ready to guess?’

**Output**: ‘Please select a lower bound for the number.’

**Get user input**: lower\_bound

**Output**: “Please select an upper bound for the number.’

**Get user Input**: upper\_bound

Error Checking (make sure the number is between the LB and UB):

**If** lower\_Bound >upper\_Bound OR lower\_bound = upper\_bound

Warn Bella

Ask for the Lower and Upper Bound again

**Else**

**Call** Random\_Num with lower\_bound and upper\_bound

**Output:** ‘Please enter a number between [lower\_bound] and [upper\_bound].’

**Get user input**: Guess

**Loop** **WHILE** function High\_Low (Guess) is not 0

**If** High\_Low is -1

**Output**: ‘You guessed too low. Please guess again:’

**Get user input**: Guess

**Else** **If** High\_Low is 1

**Output**: ‘You guessed too high. Please guess again:’

**Get user input**: Guess

**Else** #High\_low is 0

**Output**: ‘Yay! You guessed my number:’ [Rand\_Num\_Global]

**Break**