Cameron Thorp

IT-140 Introduction to Scripting

Module 4 Pseudocode Revisited

Higher/Lower game pseudocode:

When the user starts the game, the program will assign a number at random, between 1 and 10, to a variable hidden to the user.

The program will output a brief description of what the user should do when prompted to guess a number.

The program will then output a prompt for the first user guess.

If the number the user entered is lower than the hidden number, the output informs the user they should guess a higher number next time, the program then returns to the number prompt.

If the number the user entered is higher than the hidden number, the output informs the user that they should guess a lower number and the program returns to the number prompt.

If the input from the user is the same as the hidden number, then the user is informed that the game is over, they won, and the user is asked if they would like to play again.

If the input from the user cannot be interpreted as a number, it is ignored, and an output informs the user to enter a number instead of the type of variable they previously entered.

When the user is complete with the initial loop for guessing the number, they are asked if they would like to play again. If the user answers yes, then the loop continues, a new random number is assigned and the user plays another round. If the user answers no, then the output thanks them for playing and then exits the program.

Extension:

As per the example, the user can enable an option to modify the range of the random number.

If they enable this, prior to the guessing loop being entered, they will be prompted to enter a maximum and minimum value for the number guessing. Those numbers will be assigned to the ranges on the random number generator and the game will begin from there.