CSIS 3540
Client Server Systems

Lab 9

7.30 *(Guess the Number Game)* Write an app that plays "guess the number" as follows: Your app chooses the number to be guessed by selecting a random integer in the range 1 to 1000. The app displays the prompt `Guess a number between 1 and 1000`. The player inputs a first guess. If the player's guess is incorrect, your app should display `Too high. Try again.` or `Too low. Try again.` to help the player "zero in" on the correct answer. The app should prompt the user for the next guess. When the user enters the correct answer, display `Congratulations. You guessed the number!` and allow the user to choose whether to play again.

```
Guess a number between 1 and 1000
Guess (0 to exit): 500
500 is too high. Try again.
Guess (0 to exit): 250
Congratulations. You guessed the number!

Guess a number between 1 and 1000
Guess (0 to exit): 0
Press any key to continue . . .
```