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| --- | --- | --- |
| **Input** | **Process** | **Output** |
| Textbox   * user input   Buttons:   * Guess * Exit | Generate random number 1-100  Guess = 0  RandNum = random number  While Guess != RandNum  Guess = UserInput  if (Guess > RandNum)  {  Output 0ption 1  }  If (Guess > RandNum)  {  Output Option 2  }  If (Guess = RandNum)  {  Output Option 3  }  }  Restart Game | **Start:**  “Please guess the randomly generated number 1-100.”  **Option 1**  “Guess is too high. Guess again.”  **Option 2**  “Guess is too low. Guess again”  **Option 3**  “Congratulations, you guessed the number” |