**Python Tasks – Day12**

1. **Write a code to implement Guess Game Guess Game**

**constraints / Rules**

**you have 5 chance to guess correct number which is choosen by computer / friend**

**Range which is allowed to select a number 1-50**

**After each guess you should give some tips / hints to user to improve their chance of winning**

**for example if user guess a number which is higher than actual number you should say `hint: think a low number!**

**if user guess a number which is lower than actual number you should say `hint: think a big number!`**

**if user wins we will show a congrats messege and stop our game**

**if any time user guess is out of limit than print a warning message saying Think in Limits 1-50 only!**

**but we do not count this as a chance**

1. **Solve this problem** [**https://www.hackerrank.com/challenges/list-comprehensions/problem**](https://www.hackerrank.com/challenges/list-comprehensions/problem)
2. **Solve this problem** [**https://www.hackerrank.com/challenges/python-lists/problem**](https://www.hackerrank.com/challenges/python-lists/problem)
3. **Solve this problem** [**https://www.hackerrank.com/challenges/finding-the-percentage/problem**](https://www.hackerrank.com/challenges/finding-the-percentage/problem)
4. **Write a program to sort a list without using inbuilt functions (list.sort not allowed)**
   1. **Using Bubble Sort Algorithm**
   2. **Using Insertion Sort Algorithm**
   3. **Using Selection Sort Algorithm**