**Activity 1.01: Creating a Guessing Game**

**Solution:**

1. Open Command Prompt and type **dotnet new console -p Activity1\_01** to create the activity project.
2. Create a variable named **numberToBeGuessed**, another named **remainingChances**, and a third one called **numberFound**, as follows:

using System;

var numberToBeGuessed = new Random().Next(0, 10);

var remainingChances = 5;

var numberFound = false;

**Note**

You could vary the range for the numbers to be guessed, but, for this activity, you will be using **0** to **10** as the range, and the user should get five chances to guess the correct number. Additionally, the **numberFound** variable should be initialized with the value **false**.

3. Now, create a **while** loop to ask the user for a number, until they get it right or they run out of chances:

**Program.cs**

Console.WriteLine("Welcome to C# Workshop Guessing Game.");

while (remainingChances > 0 && !numberFound)

{

Console.WriteLine($"\n You have {remainingChances} chances. Please type a

number between 0 and 10 to try to guess the number generated for you.");

var number = int.Parse(Console.ReadLine());

if (number == numberToBeGuessed)

{ numberFound = true;

}else {

remainingChances--;

4. Run the app using the **dotnet run** command. You will see output like the following:

Welcome to C# Workshop Guessing Game.

You have 5 chances. Please type a number between 0 and 10 to try to

guess the number generated for you.

5

You have 4 chances. Please type a number between 0 and 10 to try to

guess the number generated for you.

3

Congrats! You've guessed the number correctly with 4 chances left.

Note that your output will vary, depending on the number generated randomly by the compiler.

In this activity, you created a guessing game. In this game, first, a random number from one to 10 was generated. The console then prompted you to input a number and then guess which random number has been generated (you  
were given a maximum of five chances). Upon every incorrect input, a warning message was displayed, letting you know how many chances you are left with. If all five chances were exhausted with incorrect guesses, the program terminated. However, if you guessed it correctly, a success message was displayed before the program terminated.