import simplegui

import random

guesses = 7

secret\_number = 0

def new\_game():

global secret\_number

global guesses

guesses = int(guesses)

guesses = 7

secret\_number = random.randrange(0, 100)

print "WELCOME TO THE GUESSING OF THE NUMBERS GAME!!!"

def range100():

global sercret\_number

secret\_number = random.randrange(0, 100)

print "YOUR RANGE OF GUESSING IS FROM 0 TO 100!!!"

print "YOU HAVE " + str(guesses) + " GUESSES!!!"

def range1000():

global secret\_number

global guesses

guesses = 10

secret\_number = random.randrange(0, 1000)

print "YOUR RANGE OF GUESSING IS FROM 0 TO 1000!!!"

print "YOU HAVE " + str(guesses) + " GUESSES!!!"

new\_game()

def input\_guess(guess):

global secret\_number

global guesses

guess = int(guess)

if guess > secret\_number:

print "Lower"

guesses = guesses-1

print "You have " + str(guesses) + " guesses."

elif guess < secret\_number:

print "Higher"

guesses = guesses-1

print "You have " + str(guesses) + " guesses."

elif guess == secret\_number:

print "You are correct!"

new\_game()

else:

print "what"

if guesses == 0:

print "YOU LOSE, try again."

new\_game()

frame = simplegui.create\_frame("Guess the Number", 200, 300)

inp = frame.add\_input('What is your guess?', input\_guess, 120)

frame.add\_button('Range between 0 and 100', range100)

frame.add\_button('Range between 0 and 1000', range1000)

frame.start()

website = http://www.codeskulptor.org/#user42\_s0KMqrvBkd\_0.py