30 DAYS OF CODE (PYTHON TRACK)

Day 1 - Guessing Game

Have you ever given someone a couple of trials to guess your score in a test or a number you are thinking about? The task for today centers around that.

In this case, you will attempt to guide the person towards your target value in the range of 0 to 100 with some pointers.

Write a function that takes in the **number of guesses you wish to allow and the target number as parameters** and **returns the difference between their final guess and the actual value**. The program is to tell the user to guess higher or lower after each guess.

Note:

- Do not forget to add your documentation string.
- The absolute value should be returned in cases of negative results.
- Make your code contain as few lines as possible.
- The naming convention **FirstName_LastName_day1.py** is retained.