

Firstly, I would switch who must guess the number, the program that was written is in order so that the user tries to guess the computer's set 'random number,' it is more interesting for the computer to guess the number the user is thinking of. To achieve such, firstly the computer would have to randomly output a number, something along the lines of: "my initial guess was 34, was that correct?" (Assuming we increase the range to 1-100) So, the user would proceed to answer no, in case it is wrong, or yes if right. In case of a "no" answer, then the computer would ask "Was my guess higher or lower than your number?" Depending on the user's response, the computer would cut down the possibility of the number being higher or lower. For example, if the number were lower, the computer would store a new range for it to generate a random number, between 1-33, until the number was guessed correctly.