```
1
2
   /*HW02 HASAN MEN 131044009 part2.c
3
   /*Written by Hasan MEN on February 27, 2015
4
5
   /*Description:
6
7
   /* This program takes a random number and give user 2 change to find
8
9
   /* this number and if user cannot find each steps, it will give
   /* a little advise
10
   /*INPUT:
11
12
   /* -guess : user guess from keybord
13
   /*OUTPUT:
14
15
       approaches infos
                                                                 */
16
17
       positive and negative infos
   18
19
   #include <stdio.h>
20
   #include <stdlib.h>
                        /* rand() and srand() functions */
21
22
   /*function prototypes*/
23
   int RNG();
24
   int CalculateTheDifference(int num1,int num2);
25
   void WarnThePlayer(int number,int guess);
26
27
   int main(){
       /*START OF MAIN*/
28
29
       int number;
30
       int guess;
       /* END_OF_VARIABLES*/
31
32
33
       srand(time(NULL));
                           /* Reset random number for each use */
34
35
                        /* assign a random number to variable number */
       number = RNG();
36
37
       /* take first guess */
       printf("Enter your first guess = ");
38
39
       scanf("%d",&guess);
40
       /* if guess is true ,write successful and finish the program*/
41
42
       if(number==guess)
43
          printf("Congratulations...You find number\n");
44
       else {
                                    /* if not true warn the player*/
45
          WarnThePlayer(number,guess);
          printf("Enter your second guess = ");
46
47
          scanf("%d",&guess); /* take second guess*/
48
          if(number==guess)
              printf("Congratulations...You find number\n");
49
          else WarnThePlayer(number,guess);
50
51
          /*again not true, warn once more*/
52
          /*enf of change , the player couldn't find the randon number */
53
54
55
       return 0;
56
       /*END_OF_MAIN*/
   }
57
58
59
   */
   /* This function create a random number with using rand()
60
61
      function and return to number variable
   62
   int RNG(){
63
                          /* 1<=x<=10 */
       return (1+rand()%10);
64
   }
65
66
67
   68
                                                             */
69
   /* Calculate difference between numbers to help user if can not
                                                             */
70
   /* find first change
   /*-- find big and small number after that remove them
71
72
   int CalculateTheDifference(int num1,int num2){
73
74
```

```
75
       int temp;
                 /* use temp vary. to change number order */
76
       if(num1<num2){
77
           temp=num1;
78
           num1=num2:
79
80
           num2=temp;
81
82
                        /* big number - small number */
83
       return num1-num2;
84
    }
85
86
    87
88
    /* This function warn the player about his guess number
                                                             */
    /* takes number and guess parameter
                                                             */
89
    /* call CalculateTheDifference function and check some inf.
                                                             */
90
91
    /* if thats true writes on screen or write warnings
                                                             */
    92
93
    void WarnThePlayer(int number,int guess){
94
95
       /* show the user which number is bigger */
       if(number>guess)
96
           printf("Your Number > Guess\n");
97
       else if (number<guess)</pre>
98
           printf("Your Number < Guess\n");</pre>
99
100
101
       /* find difference and show little advice */
       if (CalculateTheDifference(number,guess)>=5)
102
103
              printf("You are too far from the number\n");
       else if (CalculateTheDifference(number,guess)>=3)
104
105
              printf("You are far from the number\n");
106
       else if (CalculateTheDifference(number, guess)<=2)</pre>
              printf("You are close to the number\n");
107
108
    }
109
    110
                 END OF HW02 HASAN MEN 131044009 part1.c
111
112
```