

In-class assignments (due at 11:20AM, 02/27)

- Please write a guessing game program in which the computer randomly chooses an integer in the range 1 . . . 100. The user's goal is to guess the integer.
 - For each incorrect guess the user provides, the computer provides feedback whether the user's integer is too high or too low. Please keep track of the number of guesses and the time the user needs to get the correct answer.
 - During the guess, if the user provides 0, then the number of guesses and the elapsed time are reset to 0; if a negative integer is provided or the guess is correct, then the program immediately terminates the game.
 - Please report the number and the elapsed time of guesses at the end of the game.