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import random
#dir(random)
target_number = random.randrange(1,101)
for itr in range(1,11):
    guess_number = input('guess a number : ')
    if guess_number.isdigit():
        guess_number = int(guess_number)
        if guess_number == target_number:
            print(f'you own the game in {itr} chances')
            break
        elif guess_number < target_number:
            print('your number is lower than target number')
        elif guess_number > target_number:
            print('you number is grater than target number')
    else:
        print('you lost one chance')
else:
    print('you lost the game!!!!')

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guess a number : jflsjfa
you lost one chance
guess a number : 50
you number is grater than target number
guess a number : 25
you number is grater than target number
guess a number : 15
you own the game in 4 chances

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class NumberGame:
    def __init__(self):
        self.__target_number = random.randrange(1,101)
        self.__numberOfChances = 10
        self.__chance_count = 0

    def __getTargetNumber(self):
        return self.__target_number

    def setChances(self,num):
        self.__numberOfChances = num

    def getChances(self):
        return self.__numberOfChances

    def __increment(self):
        self.__chance_count = self.__chance_count + 1
        return self.__chance_count

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def start(self):
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def start(self):
    for chance in range(self.getChances()):
        if self.tryChance():
            return
    else:
        print('you lost the game!!!!')
        return

def tryChance(self):
    value = input('guess number(1 - 100) : ')
    self.__increment()
    if value.isdigit():
        value = int(value)
        if self.__getTargetNumber() == value:
            print(f'you own the game in {self.__chance_count} chances')
            return True
        elif self.__getTargetNumber() < value:
            print('your number is grater than target number')
            return False
        elif self.__getTargetNumber() > value:
            print('your number is less than target number')
            return False
    else:
        print(f'you lost {self.__chance_count} chance')

game = NumberGame()
game.start()

```

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guess number(1 - 100) : 50
your number is grater than target number
guess number(1 - 100) : 25
your number is less than target number
guess number(1 - 100) : 35
your number is grater than target number
guess number(1 - 100) : 30
your number is grater than target number
guess number(1 - 100) : 27
you own the game in 5 chances

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