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import 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!!!!')

```

```

guess a number : 1
your number is lower than target number
guess a number : 1
your number is lower than target number
guess a number : 1
your number is lower than target number
guess a number :
you lost one chance
guess a number : 1
your number is lower than target number
guess a number : 1
your number is lower than target number
guess a number : 1
your number is lower than target number
guess a number : 1
your number is lower than target number
guess a number : 1
your number is lower than target number
guess a number : 1
your number is lower than target number
you lost the game!!!!

```

```

class NumberGame_V1:
    def __init__(self):
        print('Default target number range is 1 - 100')
    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
    def start(self):
        self.__numberOfChances = 10
        self.__chance_count = 0
        self.__target_number = random.randrange(1,101)
        for chance in range(self.getChances()):
            if self.tryChance():
                return
        else:
            print('you lost the game!!!!')
            return
    def tryChance(self):
        value = input('guess number :')
        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_V1()
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Default target number range is 1 - 100
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