Assignment 4 – Instructions

Study Unit 5 - Functions

Practical 5.1 – Guess the Number Game

Write a Python program that includes a user-defined function named `guess_number()`. Your function should first seed the random number generator with the integer literal value of 10 to ensure consistent results for automated testing. Next, generate a random integer between 1 and 100 (inclusive) using the random module. The function should use a Boolean flag to control a while loop that continuously prompt the user to guess the randomly generated number. After each guess, provide appropriate feedback: inform the user whether the guess was too low or too high. If the user guesses correctly, congratulate them and indicate the correct number along with the total number of guesses taken. Allow the user to quit the game at any time by entering 0 (zero), in which case display a quitting message and terminate the game.

TAKE NOTE:

- Use f-string formatting to print the output.
- Submit your Python script (*.py) on CodeGrade named: Practical_5_1.py
- Add a main function

Practical 5.2 – Test Score Evaluation

Write a Python program that evaluates a student's performance based on five test scores. Your program should prompt the user to enter five individual test scores. You must implement two user-defined functions:

- calcAverage(): Calculates and returns the average of the give test scores.
- determineGrade(): Receives the calculated average score and returns the corresponding letter grade.

Use the following grading scale:

Score	Letter Grade
90-100	A
80-89	B
70-79	C
60-69	D
Below 60	F

Additionally, structure your program by defining a main() function that handles user input, calls the above functions, and displays the results. Remember to call the main() function.
Your program must clearly display both the average test score and the corresponding letter grade.

TAKE NOTE:

- Use f-string formatting to print the output.
- Submit your Python script (*.py) on CodeGrade named: Practical_5_2.py