

Guessing Game Assignment

Overview

Create a guessing game function that uses a while loop to let the user guess a number until they get it correct.

Requirements

Function Structure

Your `guessing_game` function should:

1. **Set the target number to 15**
2. **Use a while loop** to keep asking for guesses
3. **Provide hints** (too high/too low) for each guess
4. **Return a success message** when the correct number is guessed
5. **Use input()** to get user guesses

Expected Behavior

Example Usage

```
def guessing_game():  
    # Your implementation here  
    pass  
  
# When called, it should work like this:  
# Enter your guess: 10  
# Too low! Try again.  
# Enter your guess: 20  
# Too high! Try again.  
# Enter your guess: 15  
# Congratulations! You guessed it!
```

Test Cases

Your implementation should pass all the following test cases:

1. **Correct guess first try:** User guesses 15 immediately
2. **Multiple guesses:** User tries several wrong numbers before getting it right
3. **High/low hints:** Function provides appropriate feedback
4. **Negative number:** Handles negative input correctly
5. **Zero:** Handles zero input correctly
6. **Large number:** Handles large numbers correctly
7. **While loop usage:** Function uses while loop structure

8. **Target is 15:** The target number is exactly 15

Implementation Tips

- Use `input()` to get user input
- Convert input to integer with `int()`
- Use a while loop with a condition that continues until correct guess
- Provide clear feedback messages
- Return a success message when done
- The target number should be hardcoded as 15