

```

1 from random import randint
2
3 HARD_LEVEL_TURNS = 5
4 EASY_LEVEL_TURNS = 10
5
6
7 def check_answer(guess, answer, turns):
8     """ checks answer against guess . reteuns the
        number of turns remaining"""
9     if guess > answer:
10         print("too high")
11         return turns - 1
12     elif guess < answer:
13         print("too low")
14         return turns - 1
15     else:
16         print(f"you got it!,the answer was{answer}")
17
18
19 def set_difficulty():
20     level = input("choose difficulty . type 'easy' or
        'hard':")
21     if level == 'easy':
22         return EASY_LEVEL_TURNS
23     else:
24         return HARD_LEVEL_TURNS
25
26
27 def game():
28     print("welcome to the number guessing game")
29     print("iam thinking of number btw 1 and 100")
30     answer = randint(1, 100)
31     print(f" pssst , the correct answer is {answer}")
32     turns = set_difficulty()
33
34     guess = 0
35     while guess != answer:
36         print(f" you have {turns} attempts left. ")
37         guess = (int(input("make a guess:")))
38         # turns = set_difficulty()
39         # print(f" you have {turns} attempts you have

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39     left. ")
40         turns = check_answer(guess, answer, turns)
41         if turns == 0:
42             print("you run out the guesses, you lost
the game")
43             return
44         elif guess != answer:
45             print("guess agian")
46
47
48 game()
```