

## Question 2

In plain English and with the Given-required-algorithm table, write a guessing game where the user should guess a secret number. After every guess, the program tells the user whether their number was too large or too small. In the end, the number of tries needed should be printed.

GIVEN	REQUIRED	ALGORITHM
<ul style="list-style-type: none"><li>- Creating variables and storing data inside</li><li>- Requesting user data and storing it in a variable</li><li>- Generating a random integer using the random library</li><li>- Using if statements ( logic )</li><li>- Using comparison operators on</li></ul>	<ul style="list-style-type: none"><li>- Create a game that asks for a user to guess a predetermined secret number</li><li>- If the user's guess is wrong the program lets the user know by telling them whether their number is above or below the secret number</li><li>- The game ends when the player guesses the secret number</li></ul>	<ul style="list-style-type: none"><li>- The program asks the user to insert a number</li><li>- The user inserts a number</li><li>- The program lets the user know if they found the secret number or if their number is above or below</li><li>- if they have guessed the secret number, the game ends</li><li>- if they haven't guessed the secret number, it keeps asking for a guess and comparing against the secret number until the user finds the number and the game ends.</li></ul>