

Short Description

Guess the Number is a simple, beginner programming game. Users are prompted to enter a number between 1 and 10. When they do, the program displays the correct answer and the guess entered by the user.

Learning Outcomes

- Use WingIDE to write software
- Practice basic programming skills

Detailed Explanation and Things To Do

- A screenshot showing how the game is supposed to look like can be [viewed here](#).
- Write code for the Guess The Number.
- Make sure you are following code quality standards. Apply sections 2, 3 of the [Software Quality Tests](#). Ignore section 2.4 for this lab.

Resources

- No resources needed for this lab.

Submission Information

- You are required to submit the solution for this lab exercise by the due date provided. For submission purpose, the file with your code should be named:

`guess.py`