CSC2101: LAB 5

CONCEPTS:

- Random number generation
- Loops
- Counters
- Input validation

GUESSING GAME

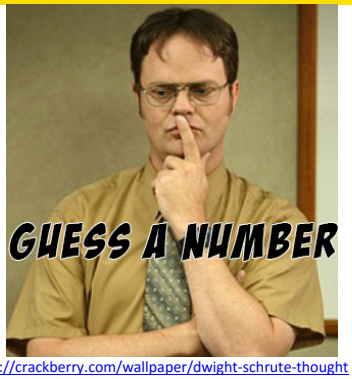

Image copied from http://crackberry.com/wallpaper/dwight-schrute-thought (modified by Crockett)

DESCRIPTION / SPECIFICATIONS

Create a simple guessing game to see how many guesses it takes the user to guess a randomly generated number. After discovering if the user wishes to play, generate a random number between 1 and 100. Loop until the user gives you a guess in the correct range. Inform the user if they entered an invalid number. Once you have a valid guess, compare it to the randomly generated number and indicate whether the number is too high, too low, or the guess is correct. If necessary, prompt for another guess. Keep track of the number of guesses the user made before getting the correct value. Loop to see if the user wants to play another game. Save your program as **lab5.cpp**.

SAMPLE OUTPUT

```
Are you ready to play (y/n)? y

Enter your guess : 110

You entered an invalid number.  Choose between 1 and 101.
Enter your guess : -10

You entered an invalid number.  Choose between 1 and 101.
Enter your guess : 50
Too Low

Enter your guess : 80
Too Low

Enter your guess : 100
Too High

Enter your guess : 90
Too High

Enter your guess : 85
Too Low

Enter your guess : 87
Too Low

Enter your guess : 88
Correct!  You got it in 7 tries!
Are you ready to play again (y/n)? n
```

WHAT TO TURN IN

Upload **lab5.cpp** to the ilearn dropbox.

HOW WILL I BE GRADED?

GRADE	DESCRIPTION
1	The lab is 100% complete and mostly correct.
.75	The lab is 100% complete, but only partially correct The lab is only 75% complete, but what is finished is correct.
.50	The lab is partially complete & partially correct.
.25	The lab is not complete and not correct. There was minimal effort put towards this lab assignment, but something was turned in.
0	No lab was submitted.