Lab04

COMP 125 Programming with Python

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Guess the number game

1. Write a program to play guess the number game. The computer will pick the number, the user will try to guess.
2. The program picks a random number (T) between 1 and 100 and displays the message “The number is between Xmin and Xmax, please enter your guess in this range: ”, where Xmin and Xmax should be 1 and 100 initially, and updated at each turn according to the user input. If the input (X) is smaller than the number (T), Xmin is set to user input value X. Otherwise Xmax is set to user input value X.
3. The user will try to guess the number by entering an integer in the given range.
4. You can assume that the user will enter an integer, but you should check if the number X is in the remaining range [Xmin, Xmax]. If it is not, you should ask for a new input from the user with the same message as in Step 2.
5. If the user’s guess is correct (i.e. X=T), display the message “Good job, you win in C trials !!!” where C is the number of inputs received upto that point and finish the program.
6. If the guess is not correct, the program should give feedback to the user by updating the message in Step 2.
7. Use the random module for picking the random number:
    a. import random

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In [1]: import random

In [2]: print(random.randint(1,100))
70
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