#1choosing a random number between 1 and 100:

import random

logo = """

 \_\_\_\_\_\_\_\_                                  \_\_  .\_\_                                   \_\_\_.

 /  \_\_\_\_\_/ \_\_ \_\_   \_\_\_\_   \_\_\_\_\_\_ \_\_\_\_\_\_   \_/  |\_|  |\_\_   \_\_\_\_       \_\_\_\_  \_\_ \_\_  \_\_\_\_\_\\_ |\_\_   \_\_\_\_\_\_\_\_\_\_\_

/   \  \_\_\_|  |  \\_/ \_\_ \ /  \_\_\_//  \_\_\_/   \   \_\_\  |  \\_/ \_\_ \     /    \|  |  \/     \| \_\_ \\_/ \_\_ \\_  \_\_ \

\    \\_\  \  |  /\  \_\_\_/ \\_\_\_ \ \\_\_\_ \     |  | |   Y  \  \_\_\_/    |   |  \  |  /  Y Y  \ \\_\ \  \_\_\_/|  | \/

 \\_\_\_\_\_\_  /\_\_\_\_/  \\_\_\_  >\_\_\_\_  >\_\_\_\_  >    |\_\_| |\_\_\_|  /\\_\_\_  >   |\_\_\_|  /\_\_\_\_/|\_\_|\_|  /\_\_\_  /\\_\_\_  >\_\_|

        \/            \/     \/     \/               \/     \/         \/            \/    \/     \/

"""

HARD\_LEVEL\_TURNS = 5

EASY\_LEVEL\_TURNS = 10

#4 create a function to check user's guess against the answer:(#11 track the number of turns and reduce it by 1)

def check(guess,answer,turns):

    if guess > answer:

        print("You guessed too high! ")

        return turns - 1

    elif guess < answer:

        print("You guessed too low! ")

        return turns - 1

    else:

        print(f"You got it right. The answer was {answer}")

#5 make a function to check difficulty:

def set\_difficulty():

    level = input("Chose a difficulty: Type 'easy' or 'hard': ")

    if level == "easy":

        return EASY\_LEVEL\_TURNS

    else:

        return HARD\_LEVEL\_TURNS

#10 create a game function :

#2

def game():

    print(logo)

    print("Welcome to the number guessing game. ")

    print("I'm guessing a number between 1 and 100 ")

    answer = random.randint(1,100)

    #7

    turns = set\_difficulty()

    #13 shifting (print(f"You have {turns} attempts remaining to guess the number. "))inside the while loop below

    #9 create a global variable of guess

    guess = 0

    while guess != answer:

        print(f"You have {turns} attempts remaining to guess the number. ")

    #3 let the user guess a number:

        guess = int(input("Guess any number between 1 to 100: "))

    #8 calling the check function:(#12 updating a local variable namely turns)

        turns = check(guess,answer,turns)

        #13 telling the user that they have ran out of the guesses

        if turns == 0:

            print("You have ran out of the guess. Game Over! ")

            return

game()