import random

def higher\_lower\_game():

# Prompt the user to enter the lower bound and upper bound.

lower\_bound = int(input("Enter the lower bound: "))

upper\_bound = int(input("Enter the upper bound: "))

# Validate that the lower bound is less than the upper bound.

if lower\_bound >= upper\_bound:

print("The lower bound must be less than the upper bound.")

return

# Generate a random number between the lower and upper bounds.

random\_number = random.randint(lower\_bound, upper\_bound)

# Prompt the user to guess a number.

guess = int(input("Guess a number between {} and {}: ".format(lower\_bound, upper\_bound)))

# Validate that the guess is between the lower and upper bounds.

if guess < lower\_bound or guess > upper\_bound:

print("Your guess is not between {} and {}. Please try again.".format(lower\_bound, upper\_bound))

return

# Check if the guess is correct.

if guess == random\_number:

print("You got it! The number was {}.".format(random\_number))

else:

while guess != random\_number:

if guess < random\_number:

print("Nope, too low. The number is higher than {}.".format(guess))

else:

print("Nope, too high. The number is lower than {}.".format(guess))

guess = int(input("Guess again: "))

# The user has guessed the correct number, so exit the loop.

print("Congratulations, you guessed the correct number! The number was {}.".format(random\_number))

if \_\_name\_\_ == "\_\_main\_\_":

higher\_lower\_game()