# Interactive Number Guessing Gamming App Python Code

import random #This allows the program to generate a random number

pythonr\_number = random.randint(1, 10) #This line picks a **random number between 1 and 10**, and stores it in the variable pythonr\_number.  
The user must try to guess this number.

chance = 0

while chance < 3: # Destination chance value

Customer\_number = input("Guess a number from 1 to 10: ")

chance += 1 # 3 Increment chance

if Customer\_number.isdigit() and int(Customer\_number) == pythonr\_number: #Check match

print("Correct guess!")

break # Exit loop

else: # If guess is wrong

print("Wrong guess... try again")

print("Chances left:", 3 - chance) # <-- Added line to show remaining chances

else: # Executed if loop completes without break

print("Chance over... the correct number was", pythonr\_number)