

Procedure: Play Game

Perform Guess is called, and the result returned is assigned to Got It

(1)

Local Variables:

* My Num, Guess Num (Integer)

* Got It (Boolean)

Steps:

1: Assign My Num, a Random number between 1 and MAX_NUMBER

2: Assign to Guess Num, the value 0

3: Output 'I am thinking of a number... 1 and ', and MAX NUMBER

4: Repeat

5: Increase Guess Num by 1

6: Assign Got It, Perform Guess (Guess Num, My Num)

7: Until guess Num >= MAX GUESSES or Got It

(* While wess Number < MAX GUESSES and not Got It *)

8: If Not Got It then

9: Output 'You ran out of guesses...', and My Num

Perform Guess returns false, so this is stored in got it





