**Number Guessing game**

A Fun and Simple Python Project

**Aim** :

Develop a game where:

The computer randomly generates a number.

The player guesses the number within a limited number of attempts.

Hints are provided if the guess is too high or too low.

**Requirements:**

1. Random Module – To generate a random number.
2. Loops – To allow multiple attempts.
3. Conditional Statements – To give hints like “too high” or “too low.”

**Game Logic:**

1. Generate a random number between a specified range.
2. Allow the player to guess multiple times (e.g., 5 attempts).
3. Provide feedback on each guess:

“Too High”

“Too Low”

1. End game when the player guesses correctly or runs out of attempts.

**Sample Python Code :**

Import random

Number = random.randint(1, 100)

Attempts = 5

For I in range(attempts):

Guess = int(input(“Enter your guess: “))

If guess == number:

Print(“Congratulations! You guessed it.”)

Break

Elif guess > number:

Print(“Too high!”)

Else:

Print(“Too low!”)

Else:

Print(f”Sorry! The number was {number}.”)

**Output** :Example Output

Random number = 42

User guesses:

1. 30 → Output: “Too low!”
2. 50 → Output: “Too high!”
3. 42 → Output: “Congratulations! You guessed it.”