**CPSC1012 In-Class Exercise #5 – Loops MODIFIED BY RLAW 2019-09**

Student Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Student Mark: \_\_\_\_\_\_\_\_ / **5**

**INSTRUCTIONS**

Complete this questions to this assignment on your own. When you have finished this assignment write your name on the board to get your instructor to mark your assignment.

**NUMBER GUESSING GAME**

In the game “Guess My Number”, a player guesses a random number (between 0-100) generated by the computer. The game ends when the player guesses the correct number or guesses the MAX amount of time (say 10). If the players guess is incorrect, the program will tell the player if their guess was too low or too high and ask for another guess. After each game the program displays the number of times it took the player to guess the correct number. The player can only play this game once, then the program ends.

**Step 1:** Create a program named ***CPSC1012-Exercise5-YourName*** that simulates the game “Guess My Number”.

*Input*: Player guess

*Output*: A message indicating if the player guess is correct or too low or too high.

A message indicating the number of times the player guessed before guessing the correct random number.

**Step 2:** Test your program using the following test plan. If you discover mistakes in your program, correct them, and execute the test plan again.

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| **Test Plan for *Assignment5*** | | |
| ***Test case*** | ***Expected result*** | ***Checked*** |
| After each guess, player is notified if the guess is correct or too low or too high. |  |  |
| After the game, a message shows how many times it took the player to guess the correct number. |  |  |