

A program in which the user can play a game with the computer. The user is meant to think of a number (in their head), and the program will try to guess it. The user can help the program in guessing by letting it know if the number is too high, low, or correct. This game can be played as many times in a row as the user would like.

Input:

(As the program guesses numbers) User will tell the program whether its guess was high, low, or correct. This will go on a loop, having the user repeatedly enter their response as the number adjusts. Once the number is guessed, the user will input their choice on whether they'd like to play again or not.

Output:

Program will explain the game to the user in a print statement. Program will output its first guess. According to user input, program will continue outputting guesses. Once user indicates number is correct, program will output a statement saying how many tries it took. Program will ask user if they would like to play again. If yes, program will loop. If not, the program will end (breaking from the loop).

Steps:

Print statement explaining the game to the user.
First guess will be outputted (A randomly generated number between 1 and 100).
User will enter whether the guess was high, low or correct.
Program will generate a new randomly generated number, adjusting to the user's input with a new range.
User will continue (on a loop) entering whether this number is correct, high, or too low.
If number is deemed correct, program will output how many tries it took to guess.
A print statement will then ask the user if they would like to play again.
If the user enters yes, program will clear the screen and then loop.
If the user enters no, the program will break the from the loop, clear screen, and thank the user for playing.