

```

import random
import os
def cls():
    os.system('cls' if os.name=='nt' else 'clear')
#cls()
loop = True
go = True
count = 0
low = 1
high = 100
check = ""
print("Please think of a number between 1 and 100. I will try to guess it, and
you'll let me know if I'm too high, low, or correct!")
print("\nFor this game, please enter your responses using h, l, or c.\n")
guess = random.randint(low,high)
print("I guess: ",guess,"\n")
while(go):
    while(loop):
        answer = input()
        if(answer == "h" or answer == "H"):
            count+=1
            high = guess
            high-=1
            guess = random.randint(low,high)
            print("I guess: ",guess,"\n")
        elif(answer == "l" or answer == "L"):
            count+=1
            low = guess
            low+=1
            guess = random.randint(low,high)
            print("I guess: ",guess,"\n")
        elif(answer == "c" or answer == "C"):
            print("\nI got it! It took me: ",count," tries!\n")
            print("\nWould you like to play again?")
            check = input()
            if(check == "yes" or check == "Yes"):
                cls()
                print("Please think of a number between 1 and 100. I will try to
guess it, and you'll let me know if I'm too high, low, or correct!")
                print("\nFor this game, please enter your responses using h, l,
or c.\n")
                guess = random.randint(low,high)
                print("I guess: ",guess,"\n")

                continue
            else:
                cls()
                print("\nThanks for playing!")
                go = False
                break

```