

NUMBER GUESSING GAME

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Introduction

A simple interactive game where the player guesses a randomly generated number.

It provides hints whether the guess is too high or too low.

Adds an element of fun and logical thinking.



Objectives

To create an engaging, beginner-friendly game using Python.

To practice control structures and user input.

To understand the use of loops, conditionals, and random number generation.

Technologies Used

Programming Language: Python

IDE/Editor: VS Code / IDLE / Jupyter Notebook

Libraries: random (for number generation)

OS: Windows 10/11

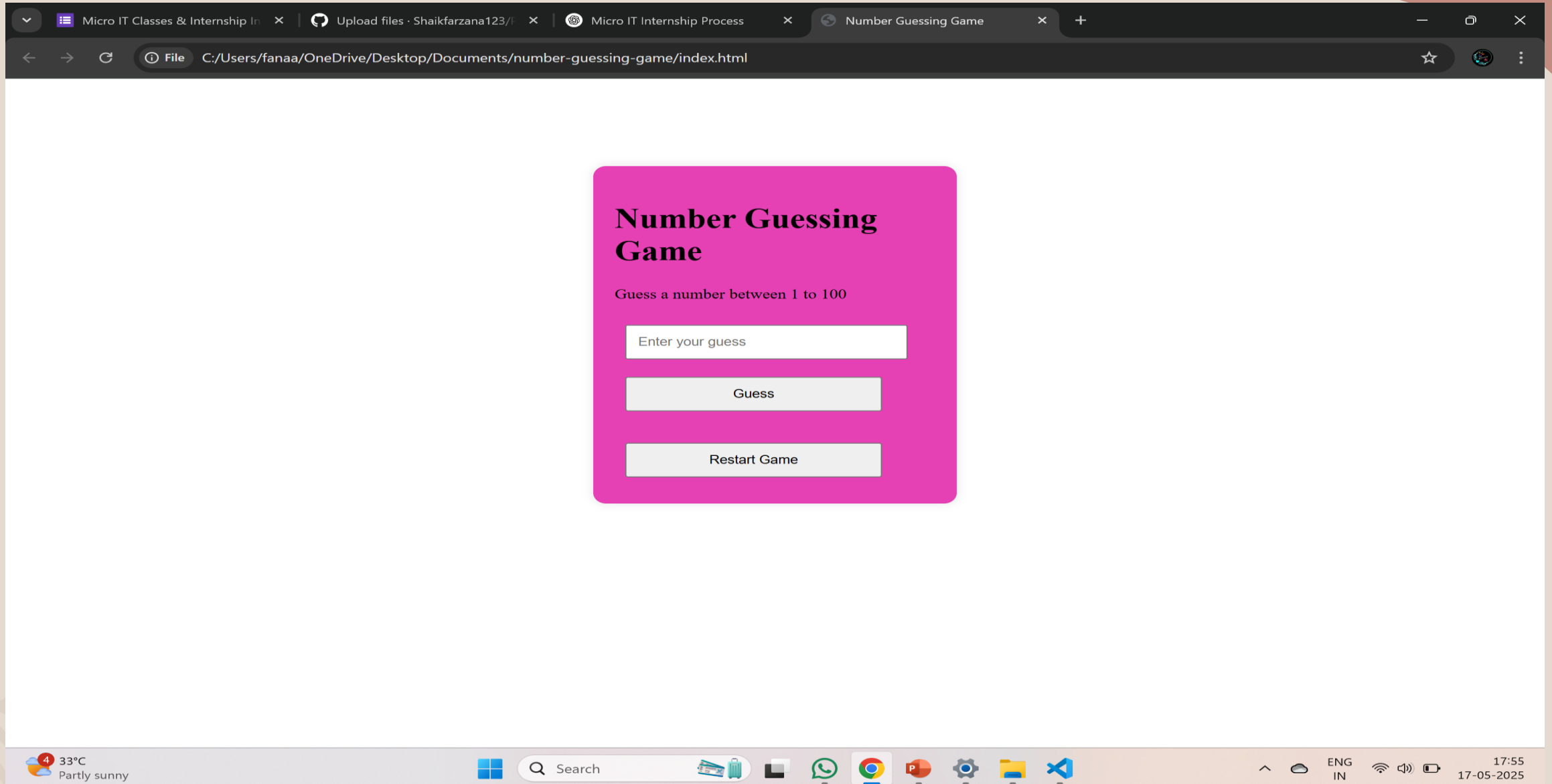


Code Explanation

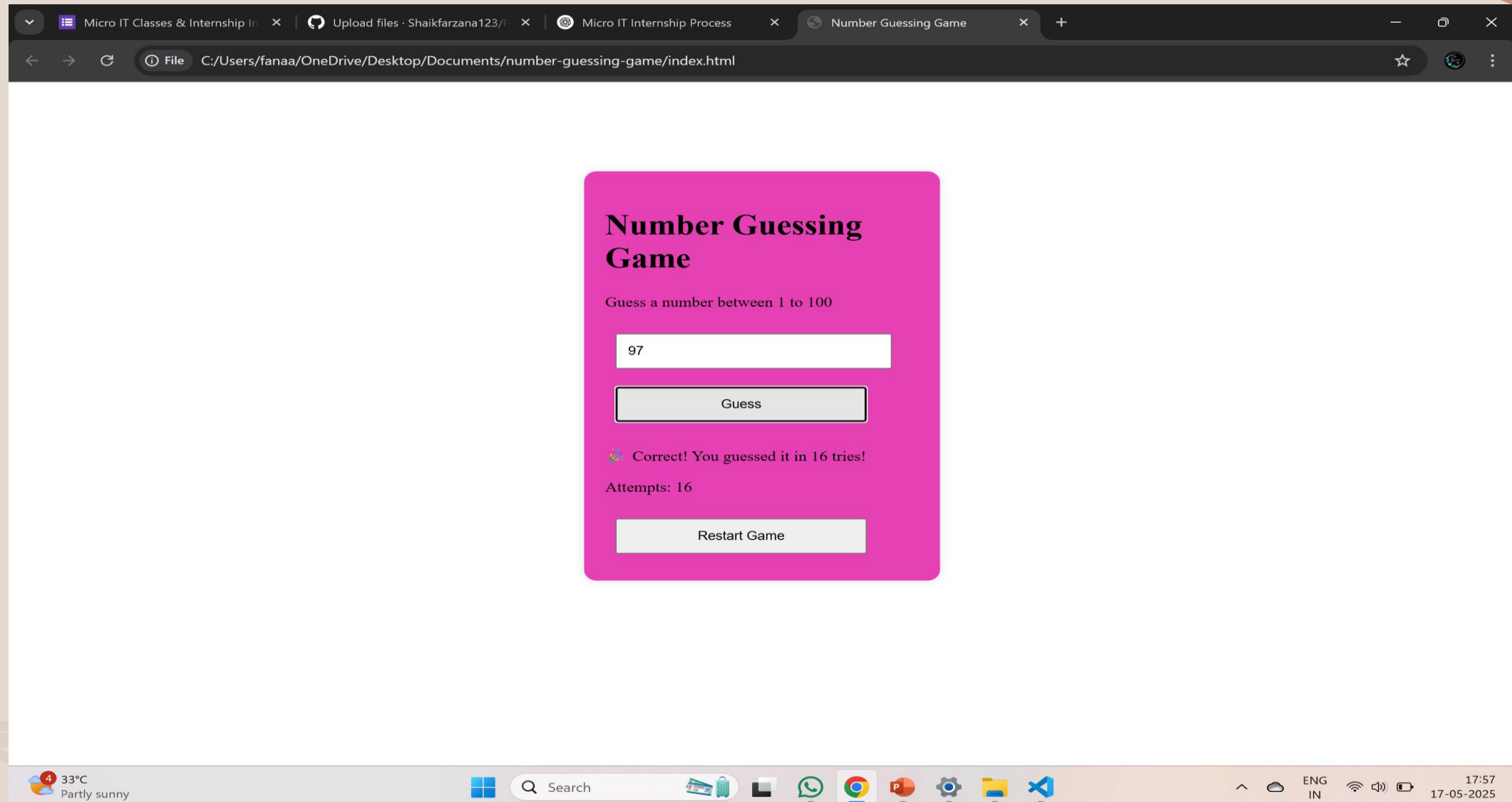


- ❖ `import random` to generate a random number.
- ❖ Use of `while` loop to keep guessing.
- ❖ Use of `if-elif-else` conditions for comparison.
- ❖ Exit after the correct guess with `attempt count`.

Screenshots



Screenshots



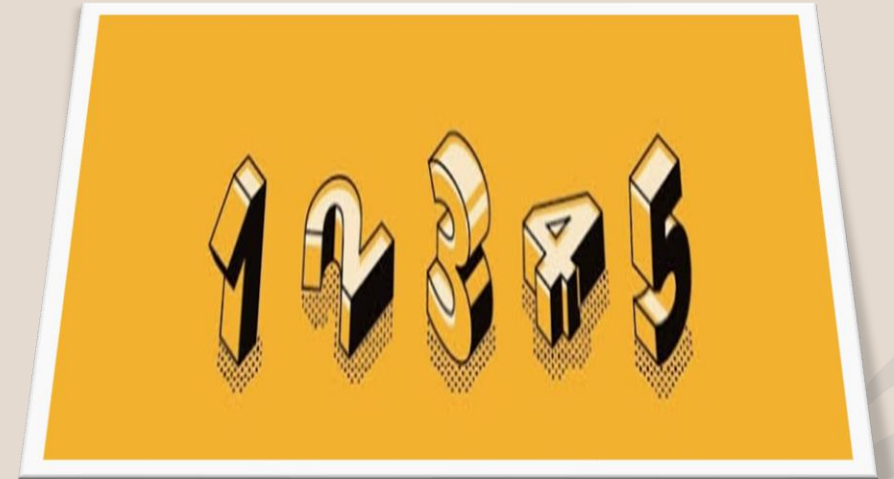
Challenges Faced

- Handling invalid input (e.g., non-numeric guesses).
- Keeping track of number of attempts.
- Adjusting game range and logic.



Conclusion

- Successfully implemented a working number guessing game.
- Improved understanding of Python basics.
- Gained hands-on experience with loops, conditions, and randomness.



Thank you



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