Program 2: Guessing game

problem2.c:
This object first creates a random number and then asks the user to guess
the number and then user the if else conditions to check whether the
guessed number is smaller, much smaller, higher and much higher compared
to the random number (10 is taken as a cut off). The timer starts once
the guessing starts and ends when the game is over. The count is
initialized to 10 and decreased after each time the user guesses and then
the loop exists if user guessed the correct number of the count is zero.
Depending on the number of counts left the user is declared winner or
loser. The start and end time is used to call timedifference function
inorder to calculate how much time the user took to finish the game.
The end time of the game is also displayed using ctime function.

timedifference.c:
This function takes the start and the end time which is defined as time_t
and calculates the difference in time using the difftime and returns the
time difference to the problem2.c

timedifference.h:
It is the user defined header file which defines the function
timedifference.c

Makefile:
The makefile runs this program using commands in the command line
make
make run