FORR1FG05AU Tímaverkefni 1

A.

Skrifaðu forrit sem velur sér tölu á bilinu 0 – 100 að báðum meðtöldum.

**import** random  
  
number = random.randint(0,100)  
guess = 0  
count = 0

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|  | Notandinn á að geta upp á tölunni í sem fæstum ágiskunum.  B.  In a previous exercise, we've written a program that 'knows' a number and asks a user to guess it. |
|  | This time, we're going to do exactly the opposite. |
|  | You, the user, will have in your head a number between 0 and 100. |
|  | The program will guess a number, and you, the user, will say whether it is too high, too low, or your number. |
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|  | At the end of this exchange, your program should print out how many guesses it took to get your number. |
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|  | As the writer of this program, you will have to choose how your program will strategically guess. |
|  | A naive strategy can be to simply start the guessing at 1, and keep going (2, 3, 4, etc.) until you hit the number. |
|  | But that's not an optimal guessing strategy. |
|  | An alternate strategy might be to guess 50 (right in the middle of the range), and then increase / decrease by 1 as needed. |
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