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Tashyra Adams
Prof. Philip Barello
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```

Input userGuess

Return userGuess

## 4-3 Assignment: Pseudocode Revisited

```
Procedure displayWelcomeMessage():
  Output "Welcome to the Higher/Lower Game!"
  Output "I'm thinking of a number between a lower and upper bound."
  Output "Try to guess the number!"
Procedure getUserBounds():
  Input lowerBound
  Input upperBound
  Return lowerBound, upperBound
Procedure generateRandomNumber(lowerBound, upperBound):
  Return random number between lowerBound and upperBound
Procedure getUserGuess(lowerBound, upperBound):
  Input userGuess
  While userGuess < lowerBound OR userGuess > upperBound:
    Output "Invalid guess. Try again."
```

```
Procedure displayResult(actualNumber, userGuess):
  If userGuess < actualNumber:
    Output "Too low! Try again."
  Else If userGuess > actualNumber:
    Output "Too high! Try again."
  Else:
    Output "Congratulations! [userGuess] is the correct number."
Procedure playHigherLowerGame():
  Call displayWelcomeMessage()
  lowerBound, upperBound = Call getUserBounds()
  While lowerBound >= upperBound:
    Output "Error: The lower bound must be less than the upper bound."
    lowerBound, upperBound = Call getUserBounds()
  actualNumber = Call generateRandomNumber(lowerBound, upperBound)
  Repeat:
    userGuess = Call getUserGuess(lowerBound, upperBound)
    Call displayResult(actualNumber, userGuess)
  Until userGuess = actualNumber
  Output "Thanks for playing the Higher/Lower Game!"
Call playHigherLowerGame()
```