#include <iostream>

#include <cstdlib> // For rand() and srand()

#include <ctime> // For time()

int main() {

// Set up random number generator with a time-based seed

std::srand(static\_cast<unsigned int>(std::time(nullptr)));

// Generate a random number between 1 and 100

int targetNumber = 1 + std::rand() % 100;

int guess = 0;

std::cout << "Guess the number I'm thinking of, between 1 and 100!" << std::endl;

// Loop until the correct guess

do {

std::cout << "Your guess: ";

std::cin >> guess;

// Give feedback

if (guess < targetNumber) {

std::cout << "Oops, that's too low. Try again!" << std::endl;

} else if (guess > targetNumber) {

std::cout << "Too high! Give it another shot." << std::endl;

} else {

std::cout << "You got it! The number was " << targetNumber << "." << std::endl;

}

} while (guess != targetNumber);

return 0;

}