Pseudocode

Below is the pseudocode for the number guess game. There are 2 while loops since there is different behavior after the first guess. This could be possibly be consolidated into one while loop if we have some sort of game state setter that will tell the game has started and to switch the output prompt to the user.

Function number\_guess(guessed\_number, random\_number):

RETURN if guessed\_number is random\_number and if guessed\_number is low or high from random\_number

Function game\_start\_loop():

WHILE loop:

PROMPT starting prompt

GET low\_num and high\_num from user input

IF high\_num > low\_num:

break

PROMPT high\_num cant be lower than low\_num

RETURN low\_num and high\_num

Function game\_loop(guessed\_number, random\_number):

WHILE loop:

GET outcome, low\_high from RUN number\_guess(guessed\_number, random\_number)

IF outcome:

PROMPT user they guessed correctly

break

PROMPT “Nope, too {low\_high}”

SET guessed\_number

Function main():

GET low\_num, high\_num from RUN game\_start\_loop()

SET random\_number from low\_num and high\_num’s range

// we will set an initial guess since there is a different prompt here than in the game loop

SET guessed\_number from user input

RUN game\_loop(guessed\_number, random\_number)