**import** random *# getting random so I don't have to make one*guessMe = random.randint(1, 10)  
print(guessMe) *# for trouble shooting will remove later*print (**"Lets play a game, guess a number 1 to 10 "** ) *#lets user know number range*userGuess = int(input(**"Guess a number? "**)) *# gets first guess***while** guessMe != userGuess : *# checks for match to continue loop or not* **if** userGuess > guessMe : *# if not correct will ask for user input again* print(**"To high "**) *# letting use know there guess compared to number location* userGuess = int(input(**"Guess a number? "**))  
 **elif** userGuess < guessMe :  
 print(**"To low "**)  
 userGuess = int(input(**"Guess a number? "**))  
 **else**:  
 **break**print(**"Yay you win!!!"**) *# will activate this after while loop it done*