```
printf("Guess the secret number between 1 and %d.\n\n",
       MAX_NUMBER);
initialize_number_generator();
do {
  choose_new_secret_number();
  printf("A new number has been chosen.\n");
  read_guesses();
  printf("Play again? (Y/N) ");
  scanf(" %c", &command);
  printf("\n");
} while (command == 'y' || command == 'Y');

return 0;
}

/**********************************************************
 * initialize_number_generator: Initializes the random    *
 *                              number generator using    *
 *                              the time of day.          *
 **********************************************************/
void initialize_number_generator(void)
{
  srand((unsigned) time(NULL));
}

/**********************************************************
 * choose_new_secret_number: Randomly selects a number    *
 *                           between 1 and MAX_NUMBER and *
 *                           stores it in secret_number.  *
 **********************************************************/
void choose_new_secret_number(void)
{
  secret_number = rand() % MAX_NUMBER + 1;
}

/**********************************************************
 * read_guesses: Repeatedly reads user guesses and tells  *
 *               the user whether each guess is too low,  *
 *               too high, or correct. When the guess is  *
 *               correct, prints the total number of      *
 *               guesses and returns.                     *
 **********************************************************/
void read_guesses(void)
{
int guess, num_guesses = 0;

for (;;) {
  num_guesses++;
  printf("Enter guess: ");
  scanf("%d", &guess);
  if (guess == secret_number) {
    printf("You won in %d guesses!\n\n", num_guesses);
    return;
  } else if (guess < secret_number)
```