Lab 1

Guess the number

Introduction

In this module we reviewed a number guessing game.The goal of this lab is to implement an "improved" guessing game using the starter code in the Game folder.

- The user will be prompted to enter a number within a specified inclusive boundary.
- If the number is out of bounds, too high, or too low the game will provide feedback and continue.
- The game will terminate if the user exceeds the maximum number of allowed attempts.
- First build and run the solution. Play the game several times to get a sense as to the expected behavior.

Suggested Time: 30 minutes.