Lab #2: Number Guessing Game

**Due:**

Afternoon Session: Tuesday, July 14th by 10:30am (before class)

Morning Session: Wednesday, July 15th by 10:30am (before class)

**Description:**

During lecture, we discussed different ways in which we can control the flow of our programs by using Booleans, conditionals, and if-statements.

* Booleans can be **True** or **False**
* If-statements contain indented code that will be executed IF the conditional inside of the if-statement evaluates to **True**, like so:

Today, we're going to work on a Python program that acts like a number guessing game.  First, you will start the lab by answering a set of short answer questions about different Boolean evaluationsin Python. You should be using the Python shell (by typing in “python” to the [Shell] tab in Replit) to test out your answers to the short answer questions. Once you’ve finished with the short answer questions, verify your answers with your classmates and/or the CAs.

Finally, you will complete the remaining TO-DO items in Lab 2 by writing the finishing code to implement a number guessing game in Python. If you need help with your solution, do not hesitate to ask a CA.

**Support Code:**

We’ve included support code in the Lab-02 Python document in Replit. You will fill out the remaining code where there are TO-DO tasks in the program.

**Your Task:**

Your goal is to finish all of the short answer questions and all of the TO-DO tasks in your Python program. When you have finished, you will have a working number guessing game that tells a user if their guess is too low, too high, or exactly right. After you’ve finished your code, there are a few short answer questions to finish at the end of Lab-02.

**Files Given:**

Lab-02 in Replit

**How to submit your lab:**

* Submit your lab directly through Replit before the next day of class. (Morning session has an extra day to finish)