Solution suggestion to Lab 1

var gameIsOn = true

while (gameIsOn)

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var correctAnswer = random
var turns= 0
var message = "Guess a number between 1 and 100"
var currentGuess

while (turns < 10)

    currentGuess = prompt(message)
    turns++;
    if (currentGuess == correctsAnswer)

        message = "That's correct. You did it in " + turns + " guesses"
        break

    else

        if (too low)

            message = "That was too low."

        else

            message = "That was too high."

        if (turns == 10)

            message += " And now you're out of guesses"
            break

        else

            message += " Guess again."

        console.log("Guess " + turns + " : " + currentGuess)

gameIsOn= confirm(message + " Play again?")
```