

Number Guessing Game

My project 1.



This is Going to be Fun !

Problem : we will write a program that Generate a random number and ask the Player to guess it .If the player guess is higher Than actual number, the program display “LOWER NUMBER PLEASE” similarly if the User’s guess to low, the program prints “HIGHER NUMBER PLEASE”.



When the user guesses the correct number, The program say “Congratulation!”,guess is correct . Display the number of guesses the player used to arrive of the number.



Solution :

Hint: 1) using loop

2) use a random number generator



Program :-

Random Numbers Generator

```
#include <stdio.h> [use for print]
#include <stdlib.h> [use for Random Number Generate]
#include <time.h> [use for time Define]

int numbers, guess, attempt = 1;
srand(time(0)); [Per Second generate a new number]
numbers = rand() % 100 + 1; [generate random number 1 to 100]

printf("The number is: %d", numbers);
[show the generate random numbers].
```

Now Using Loop

// Keep running loop until the numbers is guessed.

Using Do while loop

```
do {
    printf("Guess the number between 1 to 100 in");
    scanf("%d", &guess);
} while(1);
```

[Random Number Generator generate a number than you find the number in 1 to 100]

If you guess the higher than actual number

```
if (guess > number) {  
    printf("LOWER NUMBER PLEASE! \n");  
}
```

Similarly you guess is too low

```
} else if (guess < number) {  
    printf("Higher Number please! \n");  
}
```

When the user guess the correct number

```
else {  
    printf("you guessed it in %d Attempt \n",  
          attempt);  
}
```

attempt ++; [is a operator]

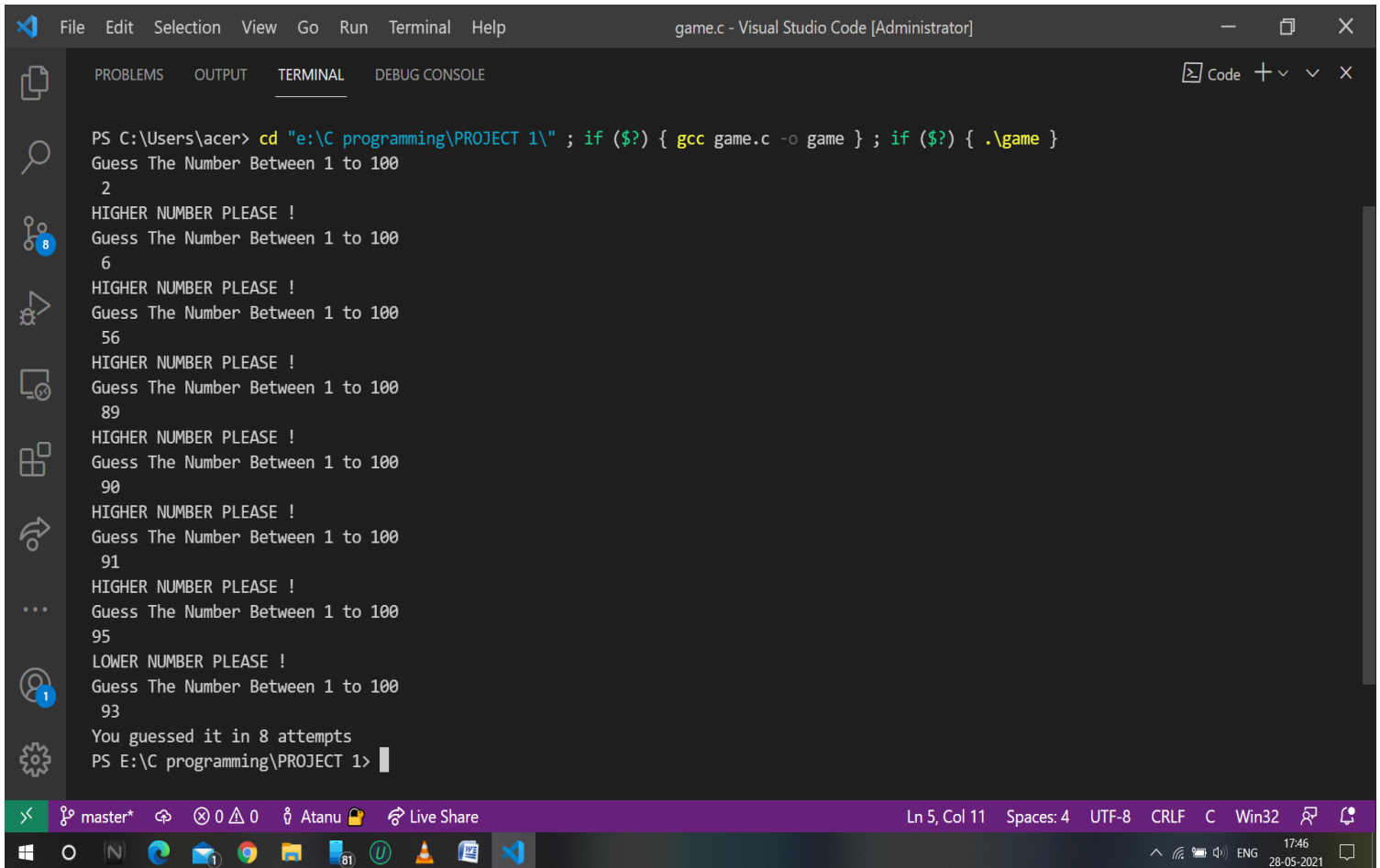
Then Our Condition

```
while (guess != number);
```

Finally Match your input number and
Random generate number than exit. than
condition.

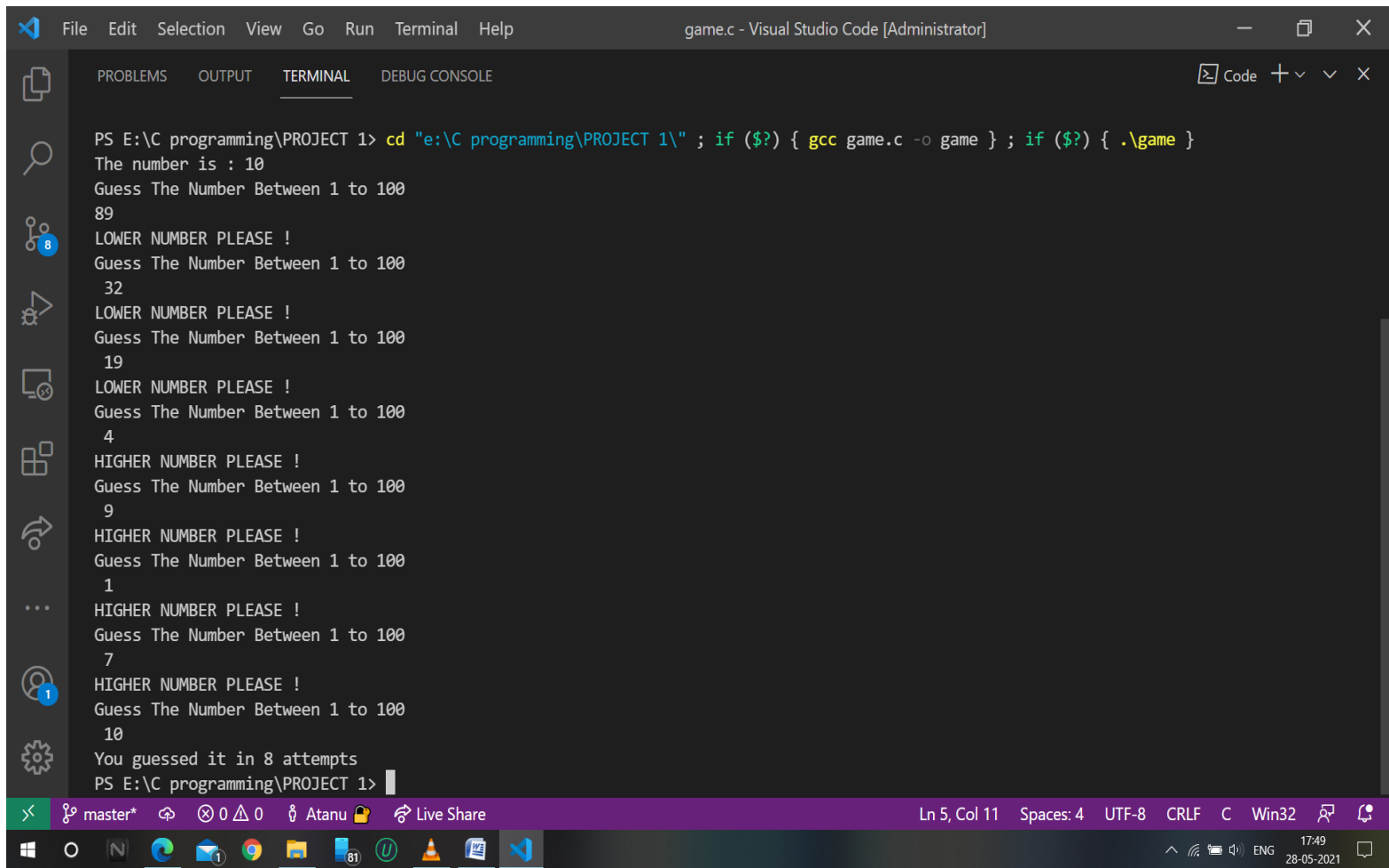
Play :

#hide the gussing number : this is interesting game just play one time



```
PS C:\Users\acer> cd "e:\C programming\PROJECT 1\" ; if ($?) { gcc game.c -o game } ; if ($?) { .\game }
Guess The Number Between 1 to 100
2
HIGHER NUMBER PLEASE !
Guess The Number Between 1 to 100
6
HIGHER NUMBER PLEASE !
Guess The Number Between 1 to 100
56
HIGHER NUMBER PLEASE !
Guess The Number Between 1 to 100
89
HIGHER NUMBER PLEASE !
Guess The Number Between 1 to 100
90
HIGHER NUMBER PLEASE !
Guess The Number Between 1 to 100
91
HIGHER NUMBER PLEASE !
Guess The Number Between 1 to 100
95
LOWER NUMBER PLEASE !
Guess The Number Between 1 to 100
93
You guessed it in 8 attempts
PS E:\C programming\PROJECT 1>
```


#show the gussing number : this is not interesting ..



The screenshot shows the Visual Studio Code interface with the terminal window active. The terminal displays the execution of a C program named 'game.c'. The program prompts the user to guess a number between 1 and 100. The user enters 89, 32, 19, 4, 9, 1, and 7, all of which are incorrect. The program then prompts the user to guess again, and the user enters 10, which is correct. The program outputs 'You guessed it in 8 attempts'.

```
PS E:\C programming\PROJECT 1> cd "e:\C programming\PROJECT 1\" ; if ($?) { gcc game.c -o game } ; if ($?) { .\game }
The number is : 10
Guess The Number Between 1 to 100
89
LOWER NUMBER PLEASE !
Guess The Number Between 1 to 100
32
LOWER NUMBER PLEASE !
Guess The Number Between 1 to 100
19
LOWER NUMBER PLEASE !
Guess The Number Between 1 to 100
4
HIGHER NUMBER PLEASE !
Guess The Number Between 1 to 100
9
HIGHER NUMBER PLEASE !
Guess The Number Between 1 to 100
1
HIGHER NUMBER PLEASE !
Guess The Number Between 1 to 100
7
HIGHER NUMBER PLEASE !
Guess The Number Between 1 to 100
10
You guessed it in 8 attempts
PS E:\C programming\PROJECT 1>
```

