**Concept: Number Guesser**

The computer will pick a number between 1-100. Once that number is decided the user will then have 7 attempts to guess the number correctly. If the user correctly guesses the number within their 7 attempts, the user wins and computer congratulates them. If the user does not correctly guess the number on their 7th attempt, they lose and the computer scorns them. Also, if the user attempts to enter text instead of a number (“five” instead of “5”) the computer will tell them they must enter a number and that they lost an attempt for entering text. After each attempt, the computer will tell the user if their guess was “too high” or “too low”. At the beginning of each attempt the computer will also remind user what attempt they are on.

**<Variables>/!Modules!**

­­­­<keepGoing>

<attempts>

<guess>

<correct>

!Random module!

**Pseudocode**

# import random module

# create a variable called correct. Give it a randomint of 1-100

# create a variable called keepGoing. Give it Boolean operator True

# create a int variable called attempts. Give attempts the value 0.

# begin while loop, while keepGoing is True, stay in the loop

# attemps gets +1

# create a int variable called guess. This will prompt & store users

Guess

prompt user for guess “Attempt #, please enter your guess: “

# check if guess is alpha

If alpha, prompt user to enter a number

# else

# if guess is greater than correct, state “too high”

# if guess is less than correct, state “too low”

# if guess is equal to correct, give keepGoing False

state “Congratulations <guess> was correct”

# if attempts is greater than or equal to 7,

Prompt user they should be able to get this in 7 attempts

give keepGoing False