

Assignment 4

CSIS 113A – Duffie (F2015)

Objective: To create a C++ Console application that utilizes selection control to create the *High Low Guessing Game*.

General Specification: The *High Low Guessing Game* should begin by prompting the user for his or her guess to a secret number. The computer should generate a secret number using the rand() random number function.

I'm thinking of a number between 1 and 100

For each guess the computer should display an appropriate message, *Too Low*, or *Too High*.

Enter Guess: 60
Too Low

Enter Guess: 85
Too High

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The computer should continue giving High/Low hints until the secret number is guessed. The computer should keep track of how many guess it took to guess the secret number.

Eureka you got it in 5 guesses

The game should conclude with one of three custom messages based on multiple alternative selection control. For example -

[1 to 4 guesses] You are an above average player. You must be psychic.

[5 to 7 guesses] You are an average player. Keep practicing.

[More than 7 guesses] You are a below average player. Don't quit your day job.

Your application should conclude with a query-control loop that asks if the player wants to 'Play Again? Y/N:'