SECTION 2 PROJECT

Guess the Number

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For this activity, you will creating a short **Guess the Number** game where the user will try and guess a number picked by the computer.

```
Guess the number: 13
You guessed too low, try again!

Guess the number: 17
You guessed too low, try again!

Guess the number: 20
You guessed too high, try again!

Guess the number: 18
You guessed too low, try again!

Guess the number: 19
You guessed the number!
>>> |
```

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Some things you will need:

▷ import random - module that allows you to generate random numbers

```
import random
```

▷ random.randint(x, y) - generates a random number from x to y, inclusive

```
random.randint(1,50)
```

Optional Extra Challenges

▷ Add a function called **validate_input()** that verifies the user input. What if users enter something other than a number? What is they enter a number that's not in the specified range? The method **.isdigit()** checks if the input is a whole number.

▷ Give users a specific amount of guesses. Show them how many guesses they have left after they guess a number.

▷ After the user guesses the number, tell them how many guesses it took them.

▷ Don't let the user guess the same number twice.

▷ Allow users to play again once they guess the number.

▷ Allow the user to quit the game before the number is guessed.