

Guessing Game

In this lab, you're going to create your first game, called "guessing game". Your job is to complete the program from the given starter python file.

STEPS

1. Run the starter file a few times and see what's getting printed out in the console.
2. Your program should generate a random number between 1 and 1000.
 - a. The code for this step is provided.
3. Your program should prompt the user with a range of numbers to guess.
 - a. You need to handle all possible errors.
 - b. You need to update the range every time.
4. Your program should respond with an appropriate message.
5. Your program should keep track of the number of guesses made by the user.
6. Your program should terminate when the user guesses the right number.

SAMPLE RUN

```
Enter your guess from 1 to 1000: 500
Wrong! Guess count: 1
Enter your guess from 1 to 499: 200
Wrong! Guess count: 2
Enter your guess from 201 to 499: 300
Wrong! Guess count: 3
Enter your guess from 301 to 499: 400
Wrong! Guess count: 4
Enter your guess from 301 to 399: 380
Wrong! Guess count: 5
Enter your guess from 381 to 399: 390
Wrong! Guess count: 6
Enter your guess from 391 to 399: 395
Wrong! Guess count: 7
Enter your guess from 391 to 394: 392
Wrong! Guess count: 8
Enter your guess from 393 to 394: 393
You got it! The hidden number is 393
It took you 9 guess(es).
```