Cooper Gold   Flowchart for Project 1

```
Set counter, set again, get number to generate random #'s,
tell user info
```

While user says yes — True → Continue game (ask user input if statements)

False ↓

```
end loop & tell user bye
```

If user gets answer right

False →

```
increase counter, tell user if # too high or low
```

True →

```
generate new #, tell them info about # & # of times it took them to get it, & ask if they want to continue
```