**Workshop for Go Programming**

1. Write a Go program that plays a Guessing game between two objects.
2. Each object takes turn to guess an Integer value defined in the Main program.
3. The Integer can only take a value between a Min and Max value.
4. The Min and Max values must be made known to the two objects before the game starts.
5. The two objects returns an Integer value that it guessed when its Guess() method is called.

1. The two objects use different strategies when guessing.
   1. One of them guesses by returning a random value between Min and Max (use Go’s rand() method)
   2. The other is more methodical and will return Min the first time its Guess() method is called. Then its second guess will be Min+1, third guess Min+2 and so on until it reaches the Max value in its final guess.
2. The winner is the first one who guessed the correct Integer value (see point 2).
3. The program should print out the correct Integer value before the game starts. Then print out the guesses made by both objects as they take turns to guess. Finally, the program prints the winner.
4. Below is a possible output from the game.

Table

Description automatically generated with low confidence