//pick difficulty level 1-3. 1-10,1-50,1-100

//Generate a random number 1-10

//ask user to pick a number

//if guess is to high or low say it and try again

// tracks how many guesses they have used

//if they guess correctly then say “you win”

//ask if user wants to play agaisn (y/n)

Restart code and ask for a new number

Say congratulations you won

If guess is incorrect

If guess is correct

Ask for number

1-100

Ask for number

1-50

Ask for number

1-10

Hard

1-100

Medium

1-50

Easy

1-10

Ask user for difficulty

Generate random number