

```
1 //
2 // Created by hfwei on 2024/9/19.
3 //
4
5 #include <stdio.h>
6 #include <stdlib.h>
7 #include <time.h>
8
9 int main(void) {
10     int high = 100;
11     int chance = 7;
12
13     /*
14      * print the rule of the game
15      */
16     printf("The computer will generate a random number
17     between 1 and %d\n",
18           "You have %d chances.\n",
19           high, chance);
20     /*
21      * generate a random number
22      */
23     srand(time(NULL)); // use current time as seed for
24     random generator
25     // 0 .. RAND_MAX
26     // 1 .. high
27     int secret = rand() % high + 1;
28     printf("secret = %d\n", secret);
29
30     while (chance > 0) {
31         /*
32          * let the player enter his/her guess number
33          */
34         printf("Enter your guess.\n");
35
36         /*
37          * store the guess number,
38          * compare it with the secret,
39          * and inform the player of the result
40          */
41         int guess;
42         scanf("%d", &guess);
```

```
43     if (guess == secret) {
44         printf("You Win!\n");
45         break;
46     } else if (guess > secret) {
47         printf("guess > secret\n");
48     } else {
49         printf("guess < secret\n");
50     }
51
52     /*
53      * loop: repeat until the player wins or loses
54      */
55     chance--;
56     // chance = chance - 1;
57 }
58
59 return 0;
60 }
```

```
1 //
2 // Created by hfwei on 2024/9/19.
3 //
4
5 // single-line comment
6 // Created by hfwei on 2023/9/15.
7 //
8
9 /*
10  * this is a multi-line comment
11  * this is a multi-line comment
12  */
13
14 // directive
15 // .h: header file
16 // stdio: standard input/output
17 #include <stdio.h>
18
19 /*
20  * main function
21  * y <- f(x)
22  * int: integer (return)
23  */
24 int main(void) {
25     // "hello world\n": string
26     // printf: print + f (format)
27     printf("Hello World\n");
28
29     // return statement (return to operating system)
30     // 0: exit code
31     return 0;
32 }
```

```
1 add_executable(hello hello.c)
2 add_executable(guess guess.c)
```