Python comes with a lot of functions ready to use. You already know print() or input().
These are functions that are built into the language.
Other things are also part of the language, but they are kept in separate libraries. If
everything was in the same library, it would be very big. It is better to split things up into
smaller libraries, called modules.
If you need to use functions that are not part of the built in library, you have to import them.
Random is an example of that. If you need to make random numbers, you need to tell
python to import the random module.

import random

#Task 9:

Why do you think the import statement is the very first statement?

Play around with the random.randint() method. Try random.randint(1,20) several times.
What happens?

Try random.randint(1,4) or random.randint(1,2000).
What do you expect to happen?

```python
# guess the number
import random

guessesTaken = 0

print('Hello! What is your name?')
myName = input()

number = random.randint(1, 20)
print('Well, ' +myName+ ', I am thinking of a number between 1 and 20.')

while guessesTaken < 6:
    print('Take a guess.')
    guess = input()
    guess = int(guess)

    guessesTaken = guessesTaken + 1

    if guess < number:
        print('Your guess is too low.')

    if guess > number:
        print('Your guess is too high.')

    if guess == number:
        break

if guess == number:
    guessesTaken = str(guessesTaken)
    print('Good job, ' +myName+ '! You guessed my number in ' +guessesTaken+ ' guesses!')

if guess != number:
    number = str(number)
    print('Nope. The number I was thinking of was ' +number)
```