

Sometimes functions are called **methods**. They are called methods, when they belong to somebody (the **owner**). Only the owner can use the methods that belong to him/her. A method starts with the **owner**, followed by a **dot**, followed by the method and of course the brackets.

#Task 4:

There is only one method in your “guess the number” programme. Can you find it?

Can you write down the name of the owner, then name of the method and the value of the argument?

Hint: Look for this pattern: owner.**methodname**(argument). Look out for the dot and the brackets at the end of the method name.

```
# 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)
```