Hi-low game

steps to follow:

1. Generate intengers between 1 and 100
2. Get a guess from the user
3. Determine if guess too low or too high

```
In [4]: from random import randint
```

```
In [*]: def calcRandom(x):
            count = 1
            rand = randint(1,x)
            print(rand)
            yourGuess = 0
            while yourGuess!= rand:

                yourGuess = int(input("Enter your guess integer: "))
                if yourGuess > rand:
                    print("The guess was a number between 1 and 100 and your input

                elif yourGuess < rand:
                    print("The guess was a number between 1 and 100 and your input

            print("The guess is:",rand,"your input was:" ,yourGuess,"so, congrats!!
            print("Now it is computer'turn to guess your number!")

        calcRandom(10)
```

```
Enter your guess integer:
```

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In [6]:

```python
def  compuGuess(y):
    var1 = 1
    var2 = y
    feedback = " "
    while feedback != "c" and var1 != var2:
        guesses = randint(var1,var2)
        feedback = input(f'If {guesses} is too high type \"h\",\"l\" for to
        if feedback == "h":
            var2 = guesses - 1
        elif feedback == "l":
            var1 = guesses + 1
    print("You got it, congrats!!")
compuGuess(5)
```

```
If 5 is too high type "h","l" for too low, and "c" for correct c
You got it, congrats!!
```

In [ ]: