import simplegui

import random

import math

number\_range=100

def new\_game():

global number\_range,remaining\_number,secret\_number

number\_range = 100

remaining\_number = 7

secret\_number = random.randrange(0,100)

print "New game. Range is [0,100)"

print "Number of remaining guesses is 7\n"

def range100():

new\_game()

def range1000():

global number\_range,remaining\_number,secret\_number

number\_range = 1000

remaining\_number = 10

secret\_number=random.randrange(0,1000)

print "New game. Range is [0,1000)"

print "Number of remaining guesses is 10\n"

def input\_guess(guess):

global secret\_number,remaining\_number,num\_range

print "Guess was "+guess

try:

int(guess) > int(number\_range)

except:

print "Your guess number is wrong."

print "Please enter an integer.\n"

else:

if int(guess) > int(number\_range):

print "Out of guesses\n"

else:

remaining\_number=remaining\_number-1

print "Number of remaining guesses is "+str(remaining\_number)

if remaining\_number == 0 and int(guess) != secret\_number:

print "You ran out of guesses. The number was "+str(secret\_number)+"\n"

return new\_game()

else:

if int(guess) == secret\_number:

print "Correct!\n"

return new\_game()

elif int(guess) < secret\_number:

print "Higher!\n"

else:

print "Lower!\n"

frame = simplegui.create\_frame("Guess the Number!", 200, 200)

frame.add\_button("Range is [0,100)", range100, 200)

frame.add\_button("Range is [0,1000)", range1000, 200)

frame.add\_input("Enter a guess", input\_guess, 200)

frame.start()

new\_game()