**Gets random number and stores it in randnumber**

**Goodbye message**

**increments counter by one**

**stores user’s input in userguess**

**verifynum(randnum, guessnum)**

**Setup console**

**Set screen size**

**Start**

**displayscreenone()**

**inivar**

**counter < maxguesses**

**wait for a key**

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**End**

**Flowchart**