

# Practice session 4

Generate a random number between 1 and 9. Ask the user to guess the number, then tell them whether they guessed too low, too high, or exactly right. The user has only 3 attempts. For this task use a for loop, loop breaking, input, if condition, random module and function. This is a complex task, design your code before you start to write it.

## Random Numbers (and Modules)

This is your first exposure to using Python code that somebody else wrote. In Python, these formally-distributed code packages are called *modules*. To use a module, at the top of your file, type

```
import random
```

This means you are allowing your Python program to use a module called **random** in the rest of your code. To use it (and generate a random integer), now type:

```
a = random.randint(1, 9)
```

Once you run this program, the variable **a** will be a random integer between 1 and 9.

## For loop breaks

It terminates the current loop and resumes execution at the next statement. The most common use for break is when some external condition is triggered requiring an early exit.

```
for number in [1,2,3,4,5]:  
    if number == 2:  
        break
```