```
1: import random
2: guesses_made = 0
3: name = raw input('Hello! What is your name?\n')
4: number = random.randint(1, 20)
5: print 'Well, {name}, I am thinking of a number between 1 and 20.'.format(name=name)
6: while guesses_made < 6:
7:
       guess = int(raw_input('Take a guess: '))
8:
9:
       guesses_made += 1
10:
        if guess < number:</pre>
           print 'Your guess is too low.'
11:
12:
        if guess > number:
           print 'Your guess is too high.'
13:
14:
        if guess == number:
15:
           break
16: if guess == number:
       print 'Good job, {name}! You guessed my number in {guesses} guesses!'.format(name=name, guesses=guesses_made)
17:
18: else:
       print 'Nope. The number I was thinking of was {number}'.format(number=number)
             0 LOAD_CONST
                                         0 (-1)
             3 LOAD CONST
                                         1 (None)
             6 IMPORT_NAME
                                         0 (random)
             9 STORE_NAME
                                         0 (random)
            12 LOAD CONST
                                        2 (0)
            15 STORE NAME
                                        1 (quesses made)
  5
            18 LOAD NAME
                                         2 (raw input)
            21 LOAD_CONST
                                        3 ('Hello! What is your name?\n')
            24 CALL_FUNCTION
                                        3 (name)
            27 STORE NAME
  7
            30 LOAD NAME
                                        0 (random)
            33 LOAD ATTR
                                        4 (randint)
            36 LOAD_CONST
                                        4 (1)
            39 LOAD_CONST
                                         5 (20)
            42 CALL_FUNCTION
            45 STORE NAME
                                        5 (number)
                                        6 ('Well, {name}, I am thinking of a number between 1 and 20.')
            48 LOAD CONST
  8
                                        6 (format)
            51 LOAD_ATTR
            54 LOAD_CONST
                                        7 ('name')
            57 LOAD_NAME
                                        3 (name)
                                       256
            60 CALL_FUNCTION
            63 PRINT ITEM
            64 PRINT_NEWLINE
 10
            65 SETUP_LOOP
                                       100 (to 168)
           68 LOAD NAME
                                       1 (guesses_made)
            71 LOAD CONST
                                        8 (6)
            74 COMPARE OP
                                        0 (<)
            77 POP_JUMP_IF_FALSE
                                       167
                                        7 (int)
 12
            80 LOAD NAME
            83 LOAD NAME
                                        2 (raw_input)
            86 LOAD_CONST
                                         9 ('Take a guess: ')
            89 CALL_FUNCTION
                                        1
            92 CALL_FUNCTION
                                        1
            95 STORE NAME
                                         8 (guess)
14
            98 LOAD_NAME
                                        1 (guesses_made)
           101 LOAD_CONST
                                        4 (1)
           104 INPLACE ADD
           105 STORE_NAME
                                        1 (guesses_made)
           108 LOAD NAME
                                         8 (guess)
           111 LOAD NAME
                                         5 (number)
           114 COMPARE OP
                                        0 (<)
           117 POP_JUMP_IF_FALSE
                                      128
           120 LOAD_CONST
                                       10 ('Your guess is too low.')
 17
           123 PRINT ITEM
           124 PRINT NEWLINE
                                        0 (to 128)
           125 JUMP_FORWARD
 19
       >> 128 LOAD_NAME
                                         8 (guess)
           131 LOAD_NAME
                                         5 (number)
                                         4 (>)
           134 COMPARE OP
           137 POP_JUMP_IF_FALSE
                                       148
                                       11 ('Your guess is too high.')
 20
           140 LOAD CONST
           143 PRINT ITEM
           144 PRINT_NEWLINE
           145 JUMP FORWARD
                                        0 (to 148)
       >> 148 LOAD_NAME
 22
                                         8 (quess)
           151 LOAD_NAME
                                        5 (number)
           154 COMPARE OP
                                         2 (==)
           157 POP_JUMP_IF_FALSE
 23
           160 BREAK LOOP
           161 JUMP_ABSOLUTE
                                        68
```

164 JUMP_ABSOLUTE

68

```
>> 167 POP_BLOCK
>> 168 LOAD_NAME
25
                                         8 (guess)
                                    206
12 ('Good job, {name}! You guessed my number in {guesses} guesses!')
6 (format)
7 ('name')
3 (name)
13 ('guesses')
1 (guesses made')
           171 LOAD_NAME
           174 COMPARE_OP
          177 POP_JUMP_IF_FALSE 206
           180 LOAD_CONST
26
           183 LOAD_ATTR
           186 LOAD_CONST
           189 LOAD NAME
           192 LOAD_CONST
           195 LOAD_NAME
                                         1 (guesses_made)
                                      512
           198 CALL_FUNCTION
           201 PRINT_ITEM
           202 PRINT_NEWLINE
                                       17 (to 223)
14 ('Nope. The number I was thinking of was {number}')
6 (format)
           203 JUMP FORWARD
28
      >> 206 LOAD_CONST
           209 LOAD_ATTR
                                       15 ('number')
5 (number)
           212 LOAD_CONST
           215 LOAD NAME
           218 CALL FUNCTION
                                     256
           221 PRINT_ITEM
           222 PRINT_NEWLINE
       >> 223 LOAD_CONST
                                         1 (None)
           226 RETURN_VALUE
```