PROGRAM <GuessTheNumberGame>

IF <want to play>

THEN <type a>;

ELSE <type b>;

ENDIF;

Type in a number;

IF <guess is too low>

THEN <guess again>;

ELSE <done>;

ENDIF;

IF <guess is too high>

THEN <guess again>;

ELSE <done>;

You took \_\_\_ number of guesses;

END.