

practice task #6: guessing game

You want to make a simple game. Here are the rules of this RNG-based game:

- computer “thinks” of a number between 1 and 20
- you have to guess the number
- you can score 100 points if you nail your guess
- otherwise, you lose 10 points per distance
- you can’t score less than 0 points

> Extra tip: you can use *random.randint()* from the **random** module to generate the number.

examples

number: 1	guess: 19	score: 0	number: 20
guess: 18	score: 80	number: 17	guess: 10
score: 30	number: 5	guess: 5	score: 100

instructions

Write a program that generates a random number, then gets an integer from the standard input.

Print the *number*, the *guess* and the *score* to the standard output.

an example run:

Std. Input:

I thought of a number between 1 and 20. Your guess: 5

Std. Output:

number: 6

guess: 5

You scored 90 points!