# 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!