

Day 2: Guessing Game

Unit: Algorithm Writing

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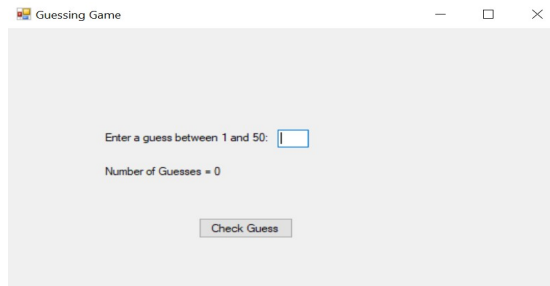
Do Now: Open your Guessing Game Algorithm

Guessing Game Algorithm Key Points:

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Assignment:

- Create a New Project called Guessing Game and Make a design similar to the one shown



- Apply your guessing game algorithm to make a working version in VB
- Bonus: If the user makes 5 incorrect guesses have a message box display "You lose" and exit the program.