

SIMPLE NUMBER GUESSING GAME

Basic Python Version

```
import random
```

```
print("Welcome to the Number Guessing Game 🎮")
```

Computer selects a random number between 1 and 100

```
secret_number = random.randint(1, 100)
```

```
while True:
```

Take input from player

```
guess = int(input("Enter your guess (1-100): "))
```

```
if guess < secret_number:
```

```
    print("Too Low! Try again.")
```

```
elif guess > secret_number:
```

```
    print("Too High! Try again.")
```

```
else:
```

```
    print("🎉 Congratulations! You guessed it!")
```

```
    break
```



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import random
print("Welcome to the Number Guessing Game 🎮")

# Computer selects a random number between 1 and 100
secret_number = random.randint(1, 100)
while True:
    # Take input from player
    guess = int(input("Enter your guess (1-100): "))
    if guess < secret_number:
        print("Too Low! Try again.")
    elif guess > secret_number:
        print("Too High! Try again.")
    else:
        print("🎉 Congratulations! You guessed it!")
        break
```



```
Welcome to the Number Guessing Game 🎮
Enter your guess (1-100): 50
Too Low! Try again.
Enter your guess (1-100): 70
Too Low! Try again.
Enter your guess (1-100): 78
Too High! Try again.
Enter your guess (1-100): 75
Too High! Try again.
Enter your guess (1-100): 73
Too High! Try again.
Enter your guess (1-100): 72
🎉 Congratulations! You guessed it!
```

OOPs Version

```
import random
```

```
class NumberGuessingGame:
```

```
    def __init__(self, lower=1, upper=100):
```

```
        """Initialize game with random secret number"""
```

```
        self.secret_number = random.randint(lower, upper)
```

```
        self.lower = lower
```

```
        self.upper = upper
```

```
    def play(self):
```

```
        print("Welcome to the Number Guessing Game 🎮")
```

```
        while True:
```

```
            try:
```

```
                guess = int(input(f"Enter your guess ({self.lower}-{self.upper}): "))
```

```
            except ValueError:
```

```
                print("❌ Invalid input! Please enter a number.")
```

```
                continue
```

```
            if guess < self.secret_number:
```

```
                print("Too Low! Try again.")
```

```
            elif guess > self.secret_number:
```

```
                print("Too High! Try again.")
```

```
            else:
```

```
                print("🎉 Congratulations! You guessed it!")
```

```
                break
```

```
# 🎮 Run the game
```

```
game = NumberGuessingGame()
```

```
game.play()
```



```
import random
class NumberGuessingGame:
    def __init__(self, lower=1, upper=100):
        """Initialize game with random secret number"""
        self.secret_number = random.randint(lower, upper)
        self.lower = lower
        self.upper = upper
    def play(self):
        print("Welcome to the Number Guessing Game 🎮")
        while True:
            try:
                guess = int(input(f"Enter your guess ({self.lower}-{self.upper}): "))
            except ValueError:
                print("❌ Invalid input! Please enter a number.")
                continue
            if guess < self.secret_number:
                print("Too Low! Try again.")
            elif guess > self.secret_number:
                print("Too High! Try again.")
            else:
                print("🎉 Congratulations! You guessed it!")
                break

# 🎮 Run the game
game = NumberGuessingGame()
game.play()
```



```
Welcome to the Number Guessing Game 🎮
Enter your guess (1-100): 50
Too Low! Try again.
Enter your guess (1-100): 68
Too Low! Try again.
Enter your guess (1-100): 78
Too Low! Try again.
Enter your guess (1-100): 80
Too Low! Try again.
Enter your guess (1-100): 85
Too Low! Try again.
Enter your guess (1-100): 90
Too Low! Try again.
Enter your guess (1-100): 95
Too High! Try again.
Enter your guess (1-100): 92
Too Low! Try again.
Enter your guess (1-100): 93
Too Low! Try again.
Enter your guess (1-100): 94
🎉 Congratulations! You guessed it!
```