**Higher/Lower Game**

Ask the user to **input** an integer for the lower bound and store it in a variable named **lower.**

Ask the user to **input** an integer for the upper bound and store it in a variable named **upper**.

(**if the lower bound is greater than the upper bound**), **output, “the lower bound must be lower than the upper bound.”**

**Else** generate a random number from **lower** to **upper** and store it in a variable named **guess\_num**.

Ask the user to input an integer for the guess and store it in a variable named **guess.**

(**If guess == guess\_num), output, “You got it!”**

(**While guess is not equal to guess\_num**)

(**If guess is less than guess\_num**), **output, “Nope, too low.”**

Ask user to guess again.

**(Else if guess is greater than guess\_num**), **output, “Nope, too high.”**

Ask user to guess again.

(**Else if guess equals guess\_num**), **output, “You got it!”**

**Color legend**

**Variables = ||| decisions = ||| inputs = ||| outputs = ||| while loops = |||**

**Code for Higher/Lower**

**import random**

**seedVal = int(input("What seed should be used? "))**

**lower = int(input("what is the lower bound? "))**

**upper = int(input("What is the upper bound? "))**

**random.seed(seedVal)**

**if lower > upper:**

**print("Lower bound must be less than upper bound.")**

**lower = int(input("what is the lower bound? "))**

**upper = int(input("What is the upper bound? "))**

**guess\_num = random.randint(lower, upper)**

**else:**

**guess\_num = random.randint(lower, upper)**

**guess = int(input("What is your guess? "))**

**if guess == guess\_num:**

**print("You got it!")**

**while guess != guess\_num:**

**if guess > guess\_num:**

**print("Nope, too high.")**

**guess = int(input("What is your guess? "))**

**if guess == guess\_num:**

**print("You got it!")**

**elif guess < guess\_num:**

**print("Nope, too low.")**

**guess = int(input("What is your guess? "))**

**if guess == guess\_num:**

**print("You got it!")**

**else:**

**if guess == guess\_num:**

**print("You got it!")**