Chapter 3: Guessing Game

Time required: 90 minutes

- Comment each line of code as shown in the tutorials and other code examples.
- Follow all directions carefully and accurately.
- Think of the directions as minimum requirements.

Objective

Use **if**, **elif**, and **else**, to create a number guessing game in Python.

Random Integers

To create random numbers, we import the **randint** function from the **random** library.

```
"""
    Name: guessing_game.py
    Author:
    Created:
    Purpose: Demonstrate if else and random numbers
"""

# Import the random library
from random import randint
```

- **randint()** - Generates a random integer between 1 and 10, inclusive. Inclusive means that the range of numbers will include 1 and 10.
- **random_num =** - Assigns the random integer the **random_num** variable.

```
# Generate a random integer between 1 and 10 inclusive
random_num = randint(1, 10)
```

Example program run:

```
Enter your guess between 1 and 10: 5
Sorry, the number is 8
Done
```

Requirements

Let's create our first video game!

- The computer picks a random number between 1 and 10
- Ask the user to guess the numbers.
- Use **if**, **elif**, and **else** to check the guess:
    - Too low?
    - Too high?
    - Just right?
- The program tells them if they are correct.

NOTE: We will modify this assignment later to include a loop to allow the user to keep guessing. For now, the user gets one chance.

Create a Python program named: **guessing_game.py**

Pseudocode

1. Write pseudocode or TODO for the exercise
2. Submit with the assignment

Assignment Submission

1. Attach the pseudocode or use TODO.
2. Attach the program files.
3. Attach screenshots showing the successful operation of the program.
4. Submit in Blackboard.