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#include <stdio.h>

#include <stdlib.h>

#include <time.h>


int main() {

    int secret, guess, attempts, usedHint, choice;


    srand(time(0)); // Seed for random number generation


    do {

        secret = (rand() % 900) + 100; // Generates a 3-digit number (100–999)

        attempts = 0;

        usedHint = 0;


        printf("\n==== NUMBER GUESSING GAME ==== \n");

        printf("Guess the 3-digit number! \n");

        printf("You have 10 attempts. \n");

        printf("You can use HINT only once by entering -1. \n \n");


        while (attempts < 10) {

            printf("\nAttempt %d: Enter your guess: ", attempts + 1);

            scanf("%d", &guess);


            // Check if user wants hint

            if (guess == -1) {

                if (usedHint == 0) {
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        printf("HINT: The number is between %d and %d\n", secret - 20, secret + 20);

        usedHint = 1;

        continue; // Does not count as an attempt
    } else {

        printf("You have already used your hint!\n");

        continue;

    }

}

attempts++;

if (guess == secret) {

    printf("\n🎉 Correct! You guessed the number %d!\n", secret);

    break;

} else if (guess < secret) {

    printf("Too low! Try a higher number.");

} else {

    printf("Too high! Try a lower number.");

}

}

// Score calculation

printf("\n\n==== SCORE RESULTS =====\n");

if (guess == secret) {

    if (attempts <= 4)

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        printf("You scored 50 points!\n");
    else if (attempts <= 7)
        printf("You scored 30 points!\n");
    else
        printf("You scored 15 points!\n");
} else {
    printf("You could not guess the number in 10 attempts.\n");
    printf("The correct number was %d.\n", secret);
    printf("You scored 0 points.\n");
}

// Ask if player wants to play again
printf("\nDo you want to play again? (1 = Yes, 0 = No): ");
scanf("%d", &choice);

} while (choice == 1);

printf("\nThank you for playing! 😊\n");

return 0;
}
```