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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;
}
```