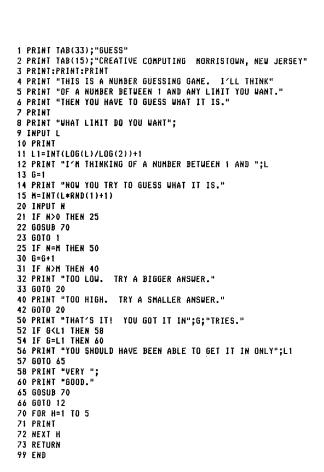
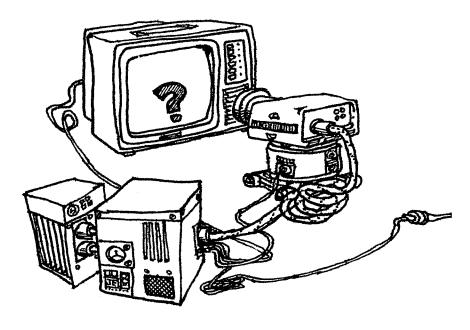
## Guess

In Program GUESS, the computer chooses a random integer between 0 and any limit you set. You must then try to guess the number the computer has chosen using the clues provided by the computer.

You should be able to guess the number in one less than the number of digits needed to represent the number in binary notation — i.e., in base 2. This ought to give you a clue as to the optimum search technique.

GUESS converted from the original program in FOCAL which appeared in the book "Computers in the Classroom" by Walt Koetke of Lexington High School, Lexington, Massachusetts.





GUESS
CREATIVE COMPUTING MORRISTOWN, NEW JERSEY

THIS IS A NUMBER GUESSING GAME. I'LL THINK OF A NUMBER BETWEEN 1 AND ANY LIMIT YOU WANT. THEN YOU HAVE TO GUESS WHAT IT IS.

WHAT LIMIT DO YOU WANT? 200

I'N THINKING OF A NUMBER BETWEEN 1 AND 200 NOW YOU TRY TO GUESS WHAT IT IS. ? 100 TOO LOW. TRY A BIGGER ANSWER. 7 150 TOO HIGH. TRY A SHALLER ANSWER. 7 125 TOO HIGH. TRY A SHALLER ANSWER. ? 112 TOO LOW. TRY A BIGGER ANSWER. ? 118 TOO LOW. TRY A BIGGER ANSWER. ? 123 THAT'S IT! YOU GOT IT IN & TRIES. VERY GOOD. I'M THINKING OF A NUMBER BETWEEN 1 AND 200 NOW YOU TRY TO GUESS WHAT IT IS. 7 100 TOO HIGH. TRY A SMALLER ANSWER. TOO HIGH. TRY A SMALLER ANSWER. ? 55 TOO HIGH. TRY A SMALLER ANSWER. ? 45 TOO HIGH. TRY A SHALLER ANSWER. ? 20 TOO HIGH. TRY A SHALLER ANSWER. ? 10 TOO LOU. TRY A BIGGER ANSWER. ? 11 TOO LOW. TRY A BIGGER ANSWER. 7 13 TOO LOW. TRY A BIGGER ANSWER. ? 15 TOO LOW. TRY A BIGGER ANSWER. 7 16 TOO LOW. TRY A BIGGER ANSWER. 7 17 TOO LOW. TRY A BIGGER ANSWER. ? 19 TOO HIGH. TRY A SMALLER ANSWER. ? 18

THAT'S IT! YOU GOT IT IN 13 TRIES.
YOU SHOULD HAVE BEEN ABLE TO GET IT IN ONLY 8

