Project 1

Guess that number

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Introduction:

**Name of game:** Guess that number

**How to play:**  enter a number when prompt and then continue to guess the number until you guess the right number

(Example) **Enter a number:** 12

**Output:** Answer is much higher number. Please take another guess.

**Input:** 23

**Output:** Congratulations!! The answer is correct the number is [23].

Summary:

Project Size: about 150 lines

Uses loops to accept or reject numbers entered until the correct answers is input

It also uses a switch to decide which number to choose

Description:

The program is composed of a switch and loops in between.

Flowchat: 