

Assignment 3

Project 3.a

Write a program that prompts the user for an integer that the player (maybe the user, maybe someone else) will try to guess. If the player's guess is higher than the target number, the program should display "too high". If the user's guess is lower than the target number, the program should display "too low". The program should use a loop that repeats until the user correctly guesses the number. Then the program should print how many guesses it took. When you run your program it should match the following format:

```
Enter the number for the player to guess.  
-12  
Enter your guess.  
100  
Too high - try again.  
50  
Too high - try again.  
-2000  
Too low - try again.  
-12  
You guessed it in 4 tries.
```

The file must be named: **numGuess.cpp**

Project 3.b

Write a program that prompts the user to enter two integers and then adds up all the integers between them (inclusive) and displays the total. The user is allowed to enter the two values in either order - your program will need to figure out which is the lower bound and which is the higher bound. When you run your program it should match the following format:

```
Please enter two integers.  
15  
-5  
The sum of the values in that range is:  
105
```

The file must be named: **rangeSum.cpp**.

Project 3.c

Write a program that asks the user how many integers they would like to enter. The program will then prompt the user to enter that many integers. After all the numbers have been entered, the program should display the largest and smallest of those numbers. When you run your program it should match the following format:

```
How many integers would you like to enter?  
4  
Please enter 4 integers.  
-4  
105  
2  
-7  
min: -7  
max: 105
```

The file must be named: **minmax.cpp**.