# Assignment: Creating a Guessing Game using Flowgorithm

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Objective**:**

The purpose of this assignment is to demonstrate your understanding of variables, user input, loops, and control structures in Flowgorithm. You are required to develop a guessing game.

Instructions**:**

1. Start your Flowgorithm program by placing a comment at the top of the file. The comment should include your name and CTI-110 section number.
2. Declare two variables with reasonable names to hold values
3. Use the **Random** function to populate the **target number variable** with a random number within a specified range.
4. Prompt the user for a guess and store the response in **the guessed number variable**.
5. Use a **while** loop to continue asking for a new guess as long as the guessed number doesn't match the target number and the user didn't guess **-999**.
6. When the user finally guesses the correct number or enters **-999**, the program should verify whether the user has won (guessed the correct number) or quit (guessed **-999**).
7. Display an appropriate message based on whether the user won or quit.
8. You are required to include two test cases at the top of your program - one for testing the quit functionality and the other for testing the correct guess functionality.

Submission**:**

Submit your Flowgorithm program file (.fprg) via the specified submission method. Ensure that your file includes your name and CTI-110 section number in a comment at the top of the file.

Rubric**:**

**Correct Submission (40 points):**

* File is a Flowgorithm file (.fprg)
* File includes a comment with the student's name and CTI-110 section number
* File includes two test cases for quit functionality and correct guess functionality

**Program Algorithm (30 points):**

* Program uses **Random** function to assign a random value to a variable with a logical name
* Program prompts the user for a guess and assigns the input to a variable with a logical name
* Program asks for more guesses when incorrect

**Success (30 points):**

* Program uses a **while** loop to repeatedly ask for user input until the user guesses correctly or quits
* Program correctly identifies whether the user won or quit
* Program works without any errors

Total points: 100