Joseph Wirges

SDEV 120

**Module 4 - Exercise 1 Pseudode**

**start**

**define number range from 1 to 100**

**define variable PickedNumber = “Person 1 enter any number between 1 – 100”**

**define variable GuessedNumber = “Person 2 guess any number between 1-100”**

**Input PickedNumber**

**Input GuessedNumber**

**Else GuessedNumber not = PickedNumber**

**Display = “Try Again”**

**If GuessedNumber > PickedNumber**

**Display = “Try Lower”**

**If GuessedNumber < PickedNumber**

**Display = “Try Higher”**

**If GuessedNumber = PickedNumber then,**

**Display = “Congratulations!”**

**end**