PROJECT REPORT

Course Code: CSEG1032

Course Title: Programming in C

Project Title: Number Guessing Game

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Semester: 1

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1. ABSTRACT

This project implements a number guessing game by using c programming.

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2. OBJECTIVE

The objective of this project is to apply fundamental and intermediate concepts of the C language to

design a working application.

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4. SYSTEM DESIGN AND ALGORITHM

The system is modular, consisting of multiple source files:

-PROJECT.c (it sates us that whether the guessed number is right or wrong)

Algorithm:

1. Read range from user.

2. Asks user for guessed number.

3. checks the guessed number is right or wrong ,the number is in range or too high or low.

4. congrats on guessing right number.

5. tells the number of attempts and closes the program.

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5. IMPLEMENTATION DETAILS

Key Language Features Used:

conditional statements

data types and variables

6.OUTPUT:

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PS C:\Users\Aryxn\C-Tutorials\c-programming> cd "c:\Users\Aryxn\C-Tutorials\c-programming\" ; if ($?) { gcc PROJECT.c -o PROJECT } ; if ($?) {
.\PROJECT }
Welcome to the NUMBER GUESSING GAME!
Give me the range of numbers
Starts from: 0
Ends at: 10
I'm thinking of a number between 0 and 10.
Type 0 to give up.

Enter number you guessed : 5
Too high! Try a lower number.
Enter number you guessed : 2
Too high! Try a lower number.
Enter number you guessed : 1
CONGRATS!
You guessed it in 3 attempts.
PS C:\Users\Aryxn\C-Tutorials\c-programming>
```