Guess Number Program:

The program starts and requires the user to enter a name to play the game. Then the player enters a 4-digit number to guess and if that number has any digits that match a random number, it will appear in the correct position. that digit. Then the program asks the user if he wants to print to the record screen, if the user presses 'y' . The program ends when the player presses 'n' when the program asks if you want to continue