

ITP EXERCISES REVISED SPEC

04-Conditionals

"stdin" >>>> input()

"stdout" >>>> print()

Rudimentary guessing game

1. Create a new file named **04-guessing-game** with an extension of dot **py**
2. Generate a random number in the range 1-10 and assign it to a variable named `magicNumber`. The code for this is:

```
import random  
magicNumber = random.randint(1,10)
```

3. Prompt the user to guess the magic number.
4. Read a number from `stdin` and assign it to a variable named `userGuess`.
5. If the user's guess matches the magic number write "You got it!" to `stdout`.
6. If the user's guess is +/- 1 of the magic number write "So close!" to `stdout`.

```
if userGuess == magicNumber:
```

```
    ...TODO IF WIN (indented one tab space from if
```

7. If the user's guess is more or less than +/- 1 of the

magic number write "Way off!" to stdout.

**elif userGuess + 1 == magicNumber or
userGuess - 1 == magicNumber:**

...TODO IF SO CLOSE (indented one tab space
from if

8. Run it!

Note: it only gives you one guess and then the program ends. So, to test the win case where the user guesses the magic number correctly, you may want to print out the magic number earlier on at the start. Later, we will refactor this same code to give you 3 attempts at guessing.

The age problem

As per manual