Class Problem 5: Lottery

- **Step 1:** Ask the user to guess a number between 1 and 10 (including 1 and 10)

- **Step 2**: Generate a random number in that range with the "`randrange`" function from the "`random`" module

- **Step 3:** Wait for 3 seconds with the "`sleep`" function from the "`time`" module

- **Step 4:** Print the random number

- **Step 5:** Check **if** the guess was correct and print an appropriate message

- Finally, submit the file to Canvas