Set rondes to 20  
Set scoor to 0

Set geheime\_getal to a random integer between 1 and 1000

Repeat for each ronde from 1 to 20:  
    Input gok as an integer from the user  
  
    Set verschil to the absolute difference between geheime\_getal and gok  
  
    If gok is equal to geheime\_getal:  
        Decrease rondes by 1  
        Increase scoor by 1  
        Display a message indicating success, remaining rounds, and current score  
        Ask the user if they want to stop  
        If the user wants to stop, break out of the loop  
  
    Else if verschil is less than 20:  
        Display 'je bemn heel warm'  
  
    Else if verschil is less than 50:  
        Display 'je bent warm'  
  
    Else if gok is less than geheime\_getal:  
        Display 'hoger'  
  
    Else:  
        Display 'lager'  
  
    If it's the 10th round and scoor is still the initial value:  
        Display 'je hebt verloren'  
        Break out of the loop  
  
    Else if rondes is 0:  
        Display 'je bent legend, je hebt alles geraden'  
        Display the final score  
        Break out of the loop