

IT 140 Higher/Lower Game Sample Output

Overview

Maria has asked you to create a program that prompts the user to enter the lower bound and the upper bound. You have decided to write pseudocode to design the program before actually developing the code. When run, the program should ask the user to guess a number. If the number guessed is lower than the random number, the program should print out a message like “Nope, too low.” If the number guessed is higher than the random number, print out a message like “Nope, too high.” If the number guessed is the same as the random number, print out a message like “You got it!”

Note: The output messages you include in your pseudocode may differ slightly from these samples.

Sample Output

Below is one sample output of the program, with the user input demonstrated by bold font.

```
Welcome to the higher/lower game, Bella!  
Enter the lower bound: 10  
Enter the upper bound: 30  
  
Great, now guess a number between 10 and 30: 20  
Nope, too low.  
  
Guess another number: 25  
Nope, too high.  
  
Guess another number: 23  
You got it!
```

Below is another sample output of your program, with the user input demonstrated by bold font.

```
Welcome to the higher/lower game, Bella!  
Enter the lower bound: 10  
Enter the upper bound: 5  
The lower bound must be less than the upper bound.  
  
Enter the lower bound: 10  
Enter the upper bound: 20  
  
Great, now guess a number between 10 and 20: 25  
Nope, too high.  
  
Guess another number: 15  
Nope, too low.  
  
Guess another number: 17  
You got it!
```