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Main NumberGuessingProgram

Set the seed of the rand function to the current time

Generate and store a pseudorandom number using the rand function

Set the number of passes per player to 3

Randomly select either Player 1 or Player 2 to start first

Output instructions

Start the main game loop

Prompt player to enter their player number

The player selected enters their player number

If it is the incorrect player, loop the prompt until the correct player's number is entered

Selected player makes a guess or passes

If the player passes

first check if the player passed last turn and if so restart the current turn

Then, check to see if they have any passes remaining, if so decrement the number of passes, output the number of passes used, output the number of passes remaining, and proceed to the next turn. Otherwise inform the player that there are no more passes and restart the current turn

If a guess is entered

convert the guess to an integer value

If the converted value is outside of the range specified in the instructions restart the turn

Make it so the player can pass their next turn if so desired

Call Procedure isGuessCorrect

If isGuessCorrect returns a value of 0 break the loop

Swap who the active player is

Continue until a correct guess is entered.

When the main game loop is terminated

Output who the winner is.

End Program

Procedure isGuessCorrect

Compare the guessed number (parameter 1) to the correct number (parameter 2)

If the guessed number is less than the correct number, output "Too low" and return 1

If the guessed number is greater than the correct number, output "Too high" and return 1  
If the guessed number is equal to the correct number return 0