Guessing game project

Due Tuesday October 10.

For each part, write pseudocode to solve the problem, then use the pseudocode to write the C++ code to solve the problem. You will use the solution to each problem to build the pseudocode and program for the next problem.

Be sure to comment your code, including describing the variables

Upload the pseudocode and the C++ source files (e.g. \*.cpp) into D2L folder

PartA:

The computer program randomly generates a number in the range of 1 to 10 and the user tries to guess it. Output both numbers and tell the player if they guessed too low, guessed too high or guessed the random number.

PartB:

Modify your program to keep a score and force the player to keep trying to guess the number until they get it correct. The score is originally set to 5 points. Every time they guess they will get one point less. For example if they guess the number on the second time they will get 4 points instead of 5. If they take 4 turns to guess the correct number they will only get 2 points. The player cannot go into negative numbers for points. Even if they are out of points they will have to continue to guess. The program will finish when the player guesses the correct number. At the end of the program, output the score. Hints: Use a while loop. When testing your program write the number to guess to the screen so you can test if the points are adding up correctly.

PartC:

Modify the program so the player can play multiple times, e.g. after they finally guess the correct number, ask them if they want to play the game again. If the player says "yes", generate a new random number and have the play the game again with the new random number. Hints: Use nested while loops, the inner while loop plays the game and the outer while loop controls if the player wants to play again.