```python
"""High Low
    mthorman_highlow.py
    CSCI-23000
    5/26/2017
    Create a "High-Low" game which allows the user to play a game with the
    computer. The game will require input, output, branching and loop behaviors.
    """
import random
randomNumber = random.randint(1,100)


userNumber = input("I'm thinking of a number between 1 and 100. Guess a number, and
I'll tell you if you're too high, too low, or got it right. Good luck! Please enter
a number: ")
userNumber = int(userNumber)
i = 0


if(userNumber == randomNumber):
        i = i + 1
        print("Correct! It only took", i, "try!")

while (userNumber != randomNumber):
    if(userNumber > randomNumber):
        i = i + 1
        print("Too high.")
        userNumber = input("Please enter another number: ")
        userNumber = int(userNumber)

    if(userNumber < randomNumber):
        i = i + 1
        print("Too low.")
        userNumber = input("Please enter another number: ")
        userNumber = int(userNumber)

    if (userNumber == randomNumber):
        i = i + 1
        print("Correct! It took", i, "tries.")
```