import random

# Generate a random number between 1 and 100

secret\_number = random.randint(1, 100)

# Set up the maximum attempts and a list to track previous guesses

attempts = 0

max\_attempts = 10

previous\_guesses = []

print("Welcome to the Guess the Number game!")

# Loop to give the user up to 10 attempts

while attempts < max\_attempts:

# Ask the user for their guess

guess = int(input(f"Attempt {attempts + 1}/{max\_attempts}: Guess a number between 1 and 100: "))

# Check if the guess has been made already

if guess in previous\_guesses:

print("You've already guessed that number! Try again.")

continue

# Add the guess to the list of previous guesses

previous\_guesses.append(guess)

attempts += 1

# Check if the guess is too high, too low, or correct

if guess == secret\_number:

print(f"Congratulations! You guessed the number {secret\_number} correctly!")

break

elif guess < secret\_number:

print("Too low! Try again.")

else:

print("Too high! Try again.")

# If the user reaches the maximum attempts, reveal the number

if attempts == max\_attempts and guess != secret\_number:

print(f"Sorry, you've used all {max\_attempts} attempts. The secret number was {secret\_number}.")

# Ask if the user wants to play again

play\_again = input("Do you want to play again? (yes/no): ").lower()

if play\_again == "yes":

# Restart the game with a new secret number

secret\_number = random.randint(1, 100)

attempts = 0

previous\_guesses = []

else:

print("Thanks for playing! Goodbye!")