CMPT 243: Homework 1
Due: 5 February 2024 (Monday) - 12:00 noon

Task: Your task is to design an algorithm for a simple number guessing game and implement it in Python. The game involves a player attempting to guess a randomly chosen number within a specified range.

Course Website: https://github.com/myothida/14_Algorithm.git

Instruction:

1. From the course website, download the hw1.ipynb template.
2. Remember to put your name and section at the top.
3. Rename your file to hw1<your student ID>.ipynb
4. Submit your file.

What to Submit:

1. Provide a step-by-step algorithm for the number guessing game. You can use pseudocode or detailed instructions to explain each step of the algorithm.
2. Write a Python program that implements the algorithm. The program should be well-structured and follow best practices. Ensure that the program is capable of running without errors.

Rubric (Algorithm):

Algorithm is comprehensive, covering all necessary steps and conditions. It aligns seamlessly with the Python program, leaving no gaps or ambiguities.	**5 points**
Algorithm is mostly complete, with minor gaps or omissions. It generally matches the Python program, with a few areas needing clarification.	**3 points**
Algorithm is significantly incomplete, lacking essential steps. There is a substantial mismatch with the Python program, hindering understanding.	**1 point**
No Submission.	**0 point**

Rubric (Program Execution):

Program runs without errors.	**5 points**
Program runs with minor issues.	**3 points**
Program fails to run.	**1 point**
No Submission.	**0 point**