

30 DAYS OF CODE (PYTHON TRACK)

Day 1 - Guessing Game

Have you ever given someone a couple of trials to guess your score in a test or a number you are thinking about? The task for today centers around that.

In this case, you will attempt to guide the person towards your target value in the range of 0 to 100 with some pointers.

Write a function that takes in the number of guesses you wish to allow and the target number as parameters and returns the difference between their final guess and the actual value. The program is to tell the user to guess higher or lower after each guess.

Note:

- Do not forget to add your documentation string.
- The absolute value should be returned in cases of negative results.
- Make your code contain as few lines as possible.
- The naming convention **FirstName_LastName_day1.py** is retained.