Object-Oriented Programming Exercise

Ex08.

需求說明：

創建一個玩猜數字遊戲的程序。

一開始先由使用者輸入 1 到 100 之間的數字做為目標答案，並設定嘗試次數，再進入遊戲回合。

在每回合中，玩家必須猜測一個數字，程式會指示猜測的數字是太高還是太低，若未猜中數字，遊戲將進行下一回合，直到猜出正確的數字或玩家嘗試次數用完為止。

如果玩家在嘗試次數用完時，仍未猜出正確答案，程式將會揭曉正確的數字。

執行結果(灰底部分為使用者輸入)：

```
Enter a number between 1 and 100 for the target answer: 75
Set the number of attempts: 5

Attempt 1: Enter your guess: 50
Too low!Attempts remaining: 4

Attempt 2: Enter your guess: 90
Too high!Attempts remaining: 3

Attempt 3: Enter your guess: 70
Too low!Attempts remaining: 2

Attempt 4: Enter your guess: 80
Too high!Attempts remaining: 1

Attempt 5: Enter your guess: 75
Congratulations! You guessed the correct number!
```

```
Enter a number between 1 and 100 for the target answer: 60
Set the number of attempts: 3


Attempt 1: Enter your guess: 50
Too low!Attempts remaining: 2


Attempt 2: Enter your guess: 70
Too high!Attempts remaining: 1


Attempt 3: Enter your guess: 55
Too low!Attempts remaining: 0
Sorry, you've run out of attempts. The correct number was 60.
```