Set rondes to 20

Set scoor to 0

Set geheime\_getal to a random integer between 1 and 1000

Repeat for each ronde from 1 to 20:

Input gok as an integer from the user

Set verschil to the absolute difference between geheime\_getal and gok

If gok is equal to geheime\_getal:

Decrease rondes by 1

Increase scoor by 1

Display a message indicating success, remaining rounds, and current score

Ask the user if they want to stop

If the user wants to stop, break out of the loop

Else if verschil is less than 20:

Display 'je bemn heel warm'

Else if verschil is less than 50:

Display 'je bent warm'

Else if gok is less than geheime\_getal:

Display 'hoger'

Else:

Display 'lager'

If it's the 10th round and scoor is still the initial value:

Display 'je hebt verloren'

Break out of the loop

Else if rondes is 0:

Display 'je bent legend, je hebt alles geraden'

Display the final score

Break out of the loop