

```
import random
```

```
# declare variables
```

```
name = ""  
secret_number = 0  
guess = 0  
count = 0  
MIN_NUM = 1  
MAX_NUM = 100
```

← to be updated

← constants

```
get user name  
print game instructions.
```

```
start main program loop
```

```
secret_num = random num  
press start to play  
reset count to zero  
start question loop
```

```
guess = user guess
```

```
if guess < secret_num:  
    too small
```

```
elif guess > secret_num:  
    too large
```

```
elif guess == secret_num:  
    correct!  
    end loop
```

```
else: program error
```

```
# loop ends.
```

```
print feedback
```

```
if count < 6
```

```
    great
```

```
elif count < 8
```

```
    pretty good
```

```
else
```

```
    do better
```

```
play again?
```

```
yes → let main run again
```

```
no → end main loop
```

```
print (Program has ended).
```