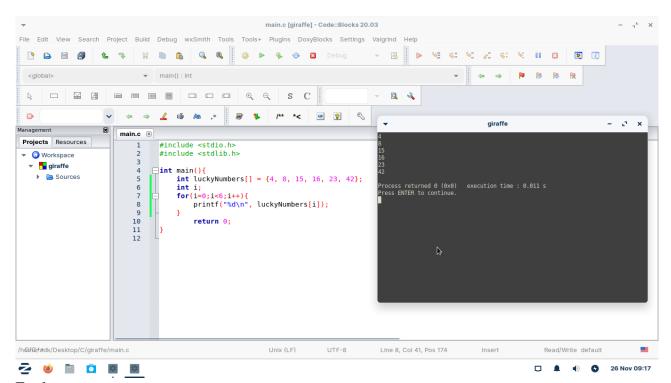
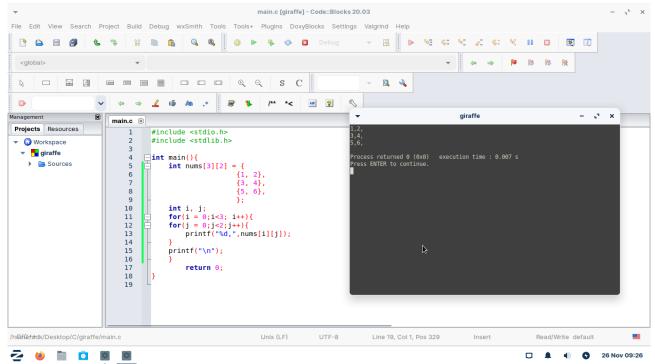


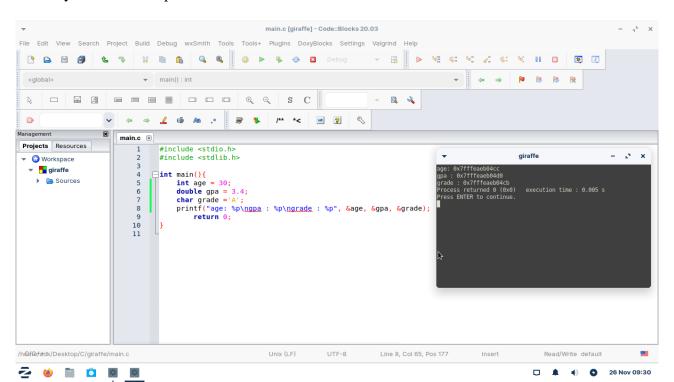
Building a guessing game



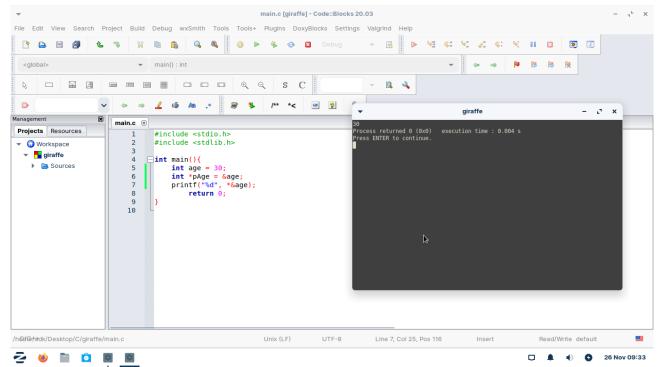
For loops



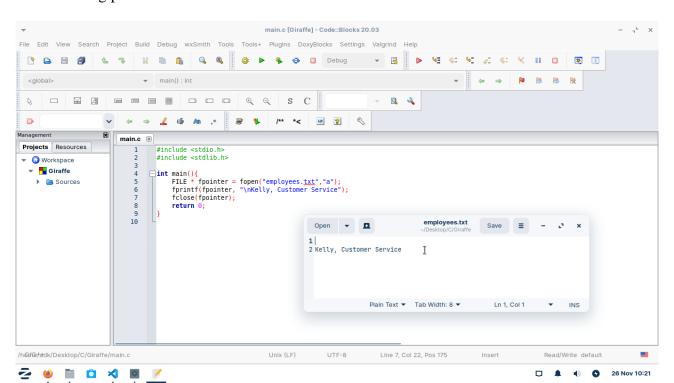
2D arrays & nested loops



Memory addresses



Derefefencing pointers



Writing files