Guess the number game implementation computer POV

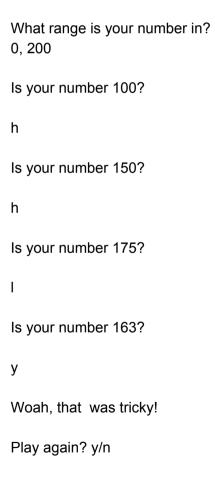
In this implementation your task is to make the computer guess your number in an arbitrary range of numbers a, b by using

Binary search strategy. The computer should be guaranteed to do it in the number of tries t which is defined as ceiling(log base 2 of (b - a)). That is if a is 0 and b is 200, then log2 (200 - 0) = 7.643 and the ceiling is just this number rounded to the nearest integer above it, hence we get 8.

Also, you should include a 0 but not include n in your numbers range, which Is mathematically represented as [0, n).

Both ceiling and log functions are present in the math module, though you can easily implement ceiling function yourself.

Your game should look something like this, you may use your own messages as long as they make sense. In my case I have h for higher, I for lower and y for equals.



This assignment should be submitted by the next Wednesday June 8th 9 A.M.