<http://www.codeskulptor.org/#user40_7c5jUUtQeu_0.py>

# template for "Guess the number" mini-project

# input will come from buttons and an input field

# all output for the game will be printed in the console

# libraries/modules

import simplegui

import math

import random

# helper function to start and restart the game

def new\_game():

# initialize global variables used in your code here

global secret\_number

global count

secret\_number = random.randint(0, 100)

count = 7

print "New Game: Range [0, 100) \nNumber of guesses remaing:", count

# define event handlers for control panel

def range100():

# button that changes the range to [0,100) and starts a new game

global secret\_number

global count

secret\_number = random.randint(0, 100)

count = 7

print "New Game: Range [0, 100) \nNumber of guesses remaing:", count

def range1000():

# button that changes the range to [0,1000) and starts a new game

global secret\_number

global count

secret\_number = random.randint(0, 1000)

count = 10

print "New Game: Range [0, 1000) \nNumber of guesses remaing:", count

def input\_guess(guess):

# initialize

guess = int(guess)

global secret\_number

global count

# main game logic

print "Guess was", guess,

if (guess > secret\_number) and (count > 1):

print "\nLOWER!"

count -= 1

print "Number of guesses remaing:", count, "\n"

elif (guess < secret\_number) and (count > 1):

print "\nHIGHER!"

count -= 1

print "Number of guesses remaing:", count, "\n"

elif (secret\_number == guess):

print "\nCORRECT!\n"

new\_game()

else:

print "\nINCORRECT!"

new\_game()

# create frame

frame = simplegui.create\_frame("Guess the number!", 200, 200)

# register event handlers for control elements and start frame

frame.start

frame.add\_button("Range [0, 100)", range100, 200)

frame.add\_button("Range [0, 1000)", range1000, 200)

frame.add\_input("Enter guess", input\_guess, 200)

# call new\_game

new\_game()

# always remember to check your completed program against the grading rubric