**Start Code - Changing the Code**

**Python – Chapter 4 - Guess.py**

Book - Invent Your Own Computer Games With Python, by Al Sweigart

Book website – <http://inventwithpython.com>

To better understand the code in this chapter, modify it by completing the following lab.

1. Type in the program and run it a few times to play the game.
2. Find the place in the program that picks a secret random number. Change the guessing range to something larger or smaller. Try it.
3. Find the while-loop in the program. All the code under the while statement that is indented with a tab or four spaces is part of the loop. This is where the player makes repeated guesses.   
     
   How many guesses does the player get? Change the number of guesses and try it.
4. Warn the player when they have only one guess left. Which variable remembers the number of guesses taken? You could do this if the player gets five guesses –

if guessesTaken == 4:  
 print(‘You only have one guess left!’)

1. If the player guesses within one, tell them they were “so close!”   
   What does guessing within one mean? For example if the secret number were 10, what would a guess within one be? (Hint: there are two!)  
     
   Hint: Find the section of code that checks if the guess is less than, greater than, or equal to the number. You could do something similar but use number+1 and number-1.
2. [CHALLENGE] Ask the player how many guesses they would like and use that number. Create a new variable to remember their answer and use it in the while loop.