Guess random number game !!

How I did ?

1. I learn to get a random number in a range of numbers

( using rand , srand , time functions)

1. Then I made a guess no and player were allowed a no of attempts with each guess we tell how it is related to the random number.
2. I told about game : no of modes , and a welcome message with game name
3. Then I made different modes ( gear 1 to gear 5) and within this range and no of attempts are told in start to player and add to select mode by user
4. After finishing the game I add a won message and a lost message with the random number..
5. Then I added a retry method but facing problem and dind out that I didn’t use getchar function (with chatgpt) but then it makes the same mode run and then with chatgpt I modified to select mode with evey retry
6. To set retry I add a char to get input by user (y/N) as a valid input for retry and if not valid then retake the input ….. Game restart for Y and exit for N

Using chatgpt for suggestions for development

1. Improvement in input validation of mode … [~] (suggestion - 1)
2. Giving description about each mode….. [ ~] (suggestion – 2)
3. Adding score system to game …….. [~] (suggestion – 3)
4. Enhancing retry method(just written statements )[~](suggest-4)
5. Adding a option for random mode [~] (suggestion -5)

#\*\*\*I was seeing repetition in code for every gears so I decided to make a function for it and in worked wonderfully….\*\*\*#