Ace Buenavides

CIS-5

Prof. Conrad

28MAR2017

**Random Number Guessing Game**

**Possible Variables:**

* **randomgen** = variable to hold the randomly generated number
* **guess** = variable to hold the user-inputted guess, this is used to compare with the randomly generated number

**Steps:**

1. Random number generated stored in rnd
2. Set number of guesses to 1, set flag named guessed=false
3. Do:
4. Get guess from user
5. If guess == rand
   1. Output “You Guessed It!”
   2. If guesses <10, Output “Super Guessing Skills!”
   3. Guessed = true
6. If guess < rnd
   1. Output “Your guess is too low, try again.”
   2. Increment guesses by 1.
7. If guess > rnd
   1. Output “Your guess is too high, try again.”
   2. Increment guesses by 1.
8. While (guessed == false)