//computer keep 1 number among 1...20. you write number among 1...20 for find a number which computer kept. If your number above 10, program add your number and computer's num. but it should not be above 20. if result is above 20, program subtract them. if your number below or equal 10, program subtract them, but result should not be below 0. Good Luck to find Number :)

**import** Foundation

**class** game {

**var** number : Int

**var** userNumber : Int

**init**() {

**self**.number = Int.random(in: 1...20)

**self**.userNumber = 0

}

**func** findNumber()->Int{

print("Which number is kept by computer? among by 1...20 ?")

userNumber = Int(readLine()!)!

**if** userNumber == number{

print("That's correct. Number is \(number)")

**return** 1

}

**else**

{

**if** userNumber < 10 {

**if** userNumber - number >= 0 {

number = userNumber - number

print("Number is decreased")

}

**else** **if** userNumber - number < 0 {

number = number - userNumber

print("Number is decreased")

}

}**else**{

**if** userNumber + number <= 20 {

number = userNumber + number

print("Number is increased")

}

**else** **if** userNumber + number > 20 {

**if** userNumber - number >= 0 {

number = userNumber - number

print("Number is decreased")

}

**else** **if** userNumber - number < 0 {

number = number - userNumber

print("Number is decreased")

}

}

}

**return** 0

}

}

}

**var** seymur = game()

**for** **\_** **in** 0... {

**if** seymur.findNumber() == 0 {

}**else**{

**break**

}

}