Function: GuessNumberGame (py)
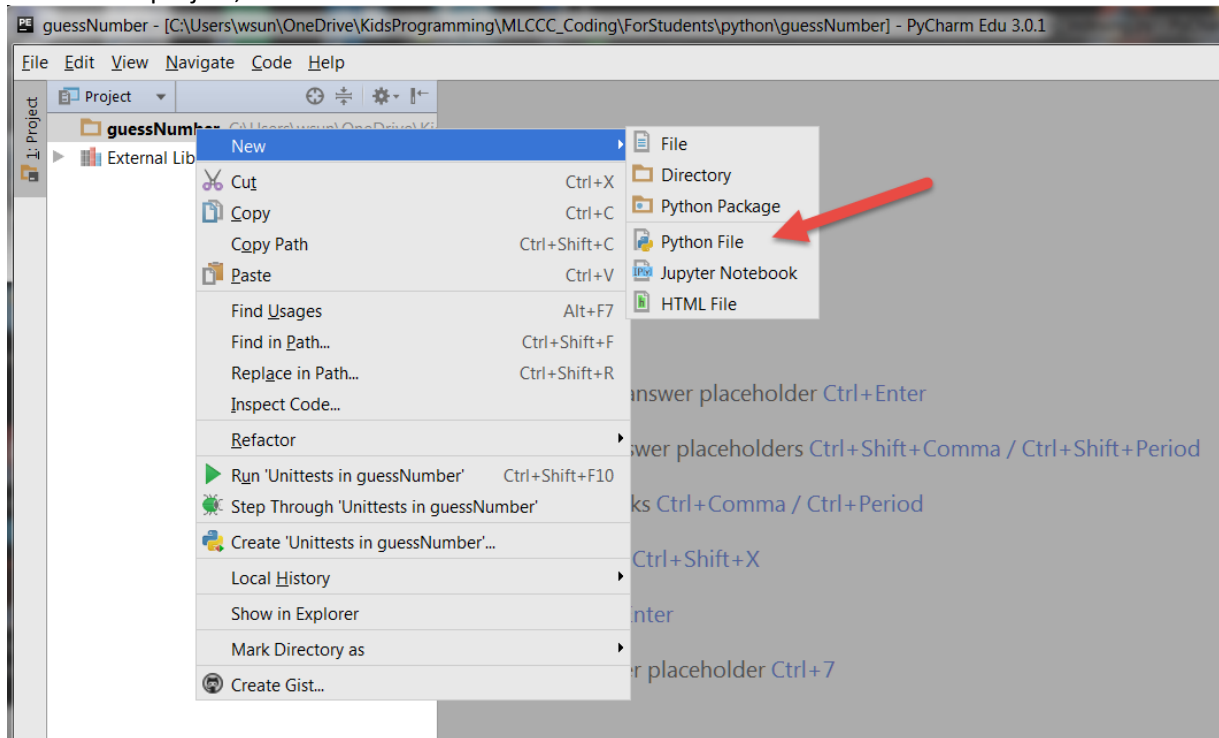
Sunday, December 10, 2017   10:57 AM

1. Create new project, and add a new file

2. A simple guess number game

```python
import random
print("hello!")
computers_number = random.randint(1,100)
prompt ='what is your guess?'
while True:
    player_guess = input(prompt)
    if computers_number == int(player_guess):
        print('Correct!')
        break
    elif computers_number > int(player_guess):
        print('Too small!')
    else:
        print('Too big!')
```

3. Stuff used in this small game
   a. Random: create a random number
      random.random()
      random.**randint**(*1,100*)

random.**randrange**(*10*)
   b. Print
      i. print(' any string here')
   c. While loop: loop forever till break
   d. input(): take input from user keyboard input
   e. If:..elif:..else: logic control
   f. int("string"): cast a string to a integer number.

4. **Project: Rewrite the upper program in one or more function.**

5. More learning about the build in Random function:
   a. Python: https://docs.python.org/3/library/random.html
   b. Javascript: https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math/random