

NUMBER GUESSING GAME

Code :

```
#include <iostream>

#include <cstdlib>

#include <ctime>

int main() {

    // Seed the random number generator with the current time

    std::srand(static_cast<unsigned int>(std::time(nullptr)));

    // Generate a random number between 1 and 100

    int randomNumber = std::rand() % 100 + 1;

    int userGuess = 0;

    std::cout << "Guess the number between 1 and 100:" << std::endl;

    // Loop until the user guesses the correct number

    while (true) {

        std::cin >> userGuess;

        if (userGuess > randomNumber) {

            std::cout << "Too high! Try again." << std::endl;
```

```
    } else if (userGuess < randomNumber) {  
        std::cout << "Too low! Try again." << std::endl;  
    } else {  
        std::cout << "Congratulations! You've guessed the correct number!" << std::endl;  
        break;  
    }  
}  
  
return 0;  
}
```

Output :

Guess the number between 1 and 100:

50

Too low! Try again.

60

Too low! Try again.

70

Too low! Try again.

80

Too low! Try again.

90

Too high! Try again.

85

Too high! Try again.

84

Too high! Try again.

83

Too high! Try again.

82

Congratulations! You've guessed the correct number!

=== Code Execution Successful ===