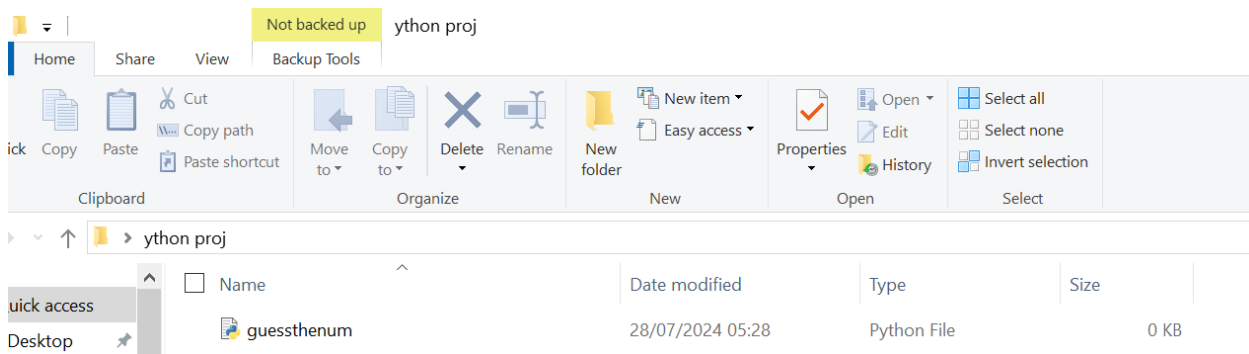| PYTHON BASED GUESING GAME AUTHOR: omm prakash das	LEVEL: INTERMIDIATE PROJECT GUIDE

INTRODUCTION:

In this project you will learn to build you will build a number guessing game using python.

Now let`s start building.

FIRST let`s create the python file.

Create a python file with the name you want.

Then open your preferred IDE or IDLE etc.
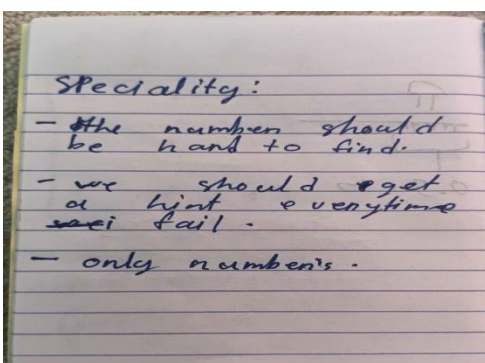
Then we will start programing.

BASICS:

So before we start programing take a notebook or a note take taking application.

And note down what speciality you need and what not.

For this example am going to create a project with these notes.

Written neatly.

-the number should be hard to find.
-we should get a hint every time I fail.
-only numbers

Now as we know what we need to build we can start programing.

Let`s start by building a function using the def keyword.

```python
def analize():
    pass
```

Here we have just written pass which make the func useless.

Let`s add some code but before we start.

> **NOTE:**
>
> It's a good practice to use functions it makes the code readable, clean, usable, reusable, looks professional.

Now I've added a another func to generate a random number between 1 to your number of choice.

We will use the random module.

It's built in to use it just add this line of code first:

```python
1    import random
```

You have to do this before using the random module.

(?)Now I want you to try write your own function which returns a random int.

Hint: use the randint() and use return.

(^-^)…….

You should end up with this.

```python
def randonum():
    a = random.randint(0,100000)
    return a

expected = randonum()
```

Well now I've used the function and stored I value in a variable named expected.

Well now code another function to take an input and compare it with expected {variable}.

You should end up here:

```python
def analise(guess):
    if guess == expected:
        #if the nuber is guessed correctly.
        print('you`ve won the correct answer is', expected)
    elif guess < expected:
        #if the guessed number is smaller than the expected number.
        print('you`ve guess is smaller than the answer')
    elif guess > expected:
        #if the guessed number is biger than the expected number.
        print('you`ve guess is bigger than the answer')
```

Now use the input() function and put it in an int() function so that the number typed is an int.

And store it in guess variable.

You will end up here:

```python
guess = int(input('guess it'))
```

At last call the function which determines the correct number and you are up.

At last you will be here:

```python
# guessthenum.py  X

C: > Users > hp > Desktop > ython proj >  # guessthenum.py > ...
 1   import random
 2   #function analize
 3   def randonum():
 4       a = random.randint(0,100000)
 5       return a
 6
 7   expected = randonum()
 8
 9   def analise(guess):
10       if guess == expected:
11           #if the nuber is guessed correctly.
12           print('you`ve won the correct answer is', expected)
13       elif guess < expected:
14           #if the guessed number is smaller than the expected number.
15           print('you`ve guess is smaller than the answer')
16       elif guess > expected:
17           #if the guessed number is bigger than the expected number.
18           print('you`ve guess is bigger than the answer')
19
20   guess = int(input('guess it'))
21   #run the main function
22   analise(guess)
```

THANK YOU FOR READING THIS BOOK. (^-<"">-^)

By: omm prakash das --created on 10/9/2024