**Guessing Game**

**Purpose**

The purpose of this program is to provide a simple guessing game where the user tries to guess a randomly generated number between 1 and 100. The program provides feedback to the user on whether their guess was too high or too low, and keeps track of the number of guesses it took the user to find the correct answer. The program also allows the user to quit the game at any time.

**How to use**

To use the program, you will need to have Python installed on your computer. You can download Python from the official website: <https://www.python.org/downloads/>

1. Clone or download the repository to your computer.
2. Open a terminal or command prompt and navigate to the directory where the repository is located.
3. Run the following command to install the required dependencies:
4. Run the program by running the following command:
5. The program will prompt you to guess a number between 1 and 100. Enter a number or type 'q' to quit the game.
6. The program will provide feedback on whether your guess was too high or too low. Keep guessing until you guess the correct number or quit the game.
7. After three games, the program will display the lowest score from the previous three games.
8. The program also allows you to view the top scores by running the program with the **-s** or **--scores** flag:

This will display a list of the top scores, sorted by number of guesses.

**Requirements**

This program requires Python 3 and the following third-party libraries:

You can install the required libraries by running the following command:

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