Zachary Allen

09/27/24

IT-140: Introduction to Scripting

4-3 Activity

**Pseudocode:**

BEGIN

# Import random module for the random number

IMPORT random

# Random number by using random.randint(1,11)

DEFINE random\_num

# Get user guess as an int input

INPUT user\_guess

# While loop to keep the game going until the guess is correct

WHILE user\_num != random\_num

# If user guess is less than 1 or greater than 10

IF user\_guess < 1 OR user\_guess > 10

# Print keep number between 1 and 10

PRINT Keep the guessed number between 1 and 10

# Ask for another guess

INPUT user\_guess

# If user guess is equal to the random number

ELIF user\_guess == random\_num

# Break while loop if user\_guess is correct

BREAK

# Else if user guess is less than the random number

ELSE-IF user\_guess < random\_num

# Print guess too low, guess again

PRINT Guess is too low, guess again

# Ask for another guess

INPUT user\_guess

# Else branch to signify the user guess is too high

ELSE

# Print too high, guess again

PRINT Guess is too high, guess again

# Ask for another guess

INPUT user\_guess

ENDIF

# print guessed correctly

PRINT Guessed Correctly

END