

# CSC1300: LAB 6

## Concepts

* Random number generation
* Loops
* Counters
* Input validation

## guessing game

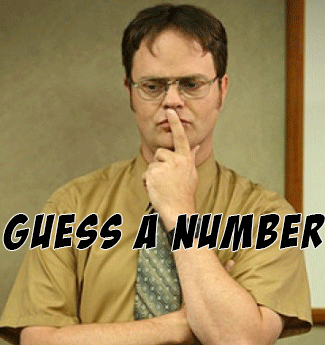


Image copied from <http://crackberry.com/wallpaper/dwight-schrute-thought> (modified by Crockett)

### Description / Specifications

* Create a simple guessing game to see how many guesses it takes the user to guess a randomly generated number.
* After discovering if the user wishes to play, generate a random number between 1 and 100 (inclusive). **Make sure to seed the random number generator.**
* Loop until the user gives you a guess in the correct range. Inform the user if they entered an invalid number.
* Once you have a valid guess, compare it to the randomly generated number and indicate whether the number is too high, too low, or the guess is correct.
* If necessary, prompt for another guess.
* Keep track of the number of guesses the user made before getting the correct value.
* See if the user wants to play another game. If so, then your program should repeat. (you need a loop!)
* Save your program as **lab6.cpp**.

### sample output

Are you ready to play (y/n)? y

Enter your guess : 800

You entered an invalid number. Choose between 1 and 100.

Enter your guess : -3

You entered an invalid number. Choose between 1 and 100.

Enter your guess : 50

Too Low

Enter your guess : 75

Too Low

Enter your guess : 85

Correct! You got it in 3 tries!

Are you ready to play again (y/n)? y

Enter your guess : 50

Too High

Enter your guess : 25

Too High

Enter your guess : 15

Too High

Enter your guess : 10

Correct! You got it in 4 tries!

Are you ready to play again (y/n)? n

## What to Turn In

Upload **lab6.cpp** to ilearn Lab 6 assignment folder.