

Assignment 2 – "Guess the number"

The base logic

Computer generates a random number between 0 and 100, and asks the user to enter its value. When user input is greater than computer one, the message appears "Too big!" and otherwise "Too small!". When user discovers the right number the program returns **number of user inputs** and terminates its work, (a code on next page).

First solution (program)

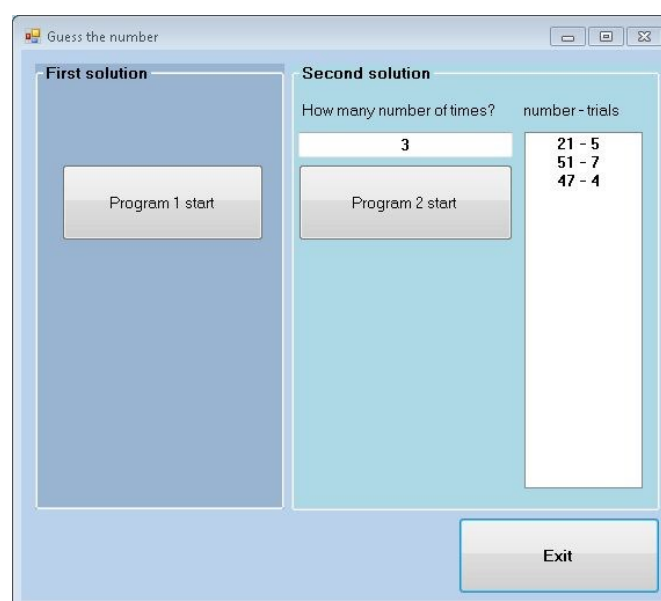
With the base logic, the program has to check if the user inputs are logical or not. After every wrong input the program should display "It was not logical!". After three mistakes, the program should end with a notification "Do not joke!". (Use InputBox and MsgBox functions)

Second solution (program)

User enters number of times for the program to generate random number. The computer answers instead of the user as compared to first solution. When the number is discovered, the computer puts it into the ListBox together with the guessed number of times. (No Inputbox and MessageBox are needed). When "Program 2 start" button is clicked, a new list of results is displayed in the ListBox.

NB: Don't allow incorrect input - use Try ... Catch statement.

Create an interface as follows:



DEADLINE: Thursday, October 24th 2013 at 15.00

Put into the Dropbox the your project folder with all stuff in it!

Some guidelines, examples

1. Adding item into ListBox

```
ListBox1.Items.Add(TextBox1.Text)  
(This sentence add value form TextBox into ListBox)
```

2. Clearing ListBox

```
ListBox1.Items.Clear()
```

3. How does "the base logic" work? Put this following code into *Button1_Click* event procedure and improve it for first solution and second solution.

```
Const a% = 1, b% = 100  
  
Dim usr_answer%, random_nr%  
  
Randomize()  
random_nr = Int(Rnd() * (b - a + 1) + a)  
Do  
    usr_answer = Val(InputBox("Guess the number [" & a & " ... " & b & "]?"))  
    counter += 1  
    If usr_answer = 0 Then MsgBox("Try next time again!") : Exit Sub  
    If usr_answer = random_nr Then Exit Do  
    If usr_answer < random_nr Then  
        MsgBox("Too small!")  
    Else  
        MsgBox("Too big!")  
    End If  
Loop  
MsgBox(random_nr & " is right answer! You did " & counter & IIf(counter = 1,  
    " trial", " trails") & "!")
```