Homework : KS3 course

Session 7: Guessing program

The task is to develop a program whereby the computer generates a random number and the user has to guess it. After each guess the computer tells the user whether they need to guess "higher" or "lower".

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Welcome to the number guessing game!
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I'm thinking of a number between 1 and 100.
Try to find out what itiis using as few few guesses as possible.
Take a guess:50
Higher ...
Take a guess:78
Lower ...
Take a guess:68
Higher ...
Take a guess:71
Higher ...
Take a guess:75
Lower ...
Take a guess:73
Higher ...
Take a guess:74
You guessed it! The number was 74
And you only took 7 tries.
...
```

A starter program is available at http://teachinglondoncomputing.org/ks3-week-7