

Iteration, basic programming constructs and loops

Worksheet 1

1 Using any programming language, write a program for a guessing game with the following specification:

- (a) The computer generates a random number between 1 and 100.
- (b) The user has 10 attempts to guess the random number.
- (c) The user is asked to enter a number.
- (d) If the guess is too high, then they are told that it is.
- (e) If the guess is too low, then they are told.
- (f) If the guess is correct, then they are told that they are right.
- (g) After 10 incorrect guesses, they are told the correct number.

You can implement the program on the computer and then write or paste the code here.