

## Conditionals: A Three Step Project!

1. Guess My Number, 2. Add Higher or Lower, 3. Guess Your Age

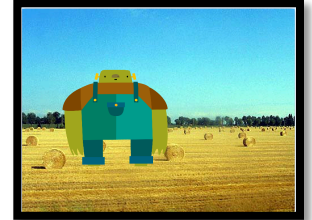
**Gradesheet** – (80 pts.)

**Purpose:** Students will develop the use of Conditionals by writing 3 programs that build upon each other.

### 1. “Guess My Number” (30 pts.)

View the Model: “Guess My Number,” & The Grade Sheet.

**Goal:** the 1<sup>st</sup> Player enters a number from 1-10 and the 2<sup>nd</sup> Player has to guess what the number is.



1. When the game starts, Player #1 & 2 will be instructed on what they need to do.	5pts.
2. The code will ask Player #1 to enter the Secret Number & followed by Player #2 being told they can now look back.	5pts
3. Player #2 can now begin guessing what the number is by entering it into a visible form field. <b>Hint:</b> create a separate variable for both the Hidden Number and Gussed Number.	5pts
4. If Player #2 guesses incorrectly, the program will say: “Try Again!”	5pts
5. When Player #2 guesses the correct number, the program will say: “Congratulations, you guessed the correct number...it is” “?”. It will then state the number! Once the number is gussed correctly, the program ends!	10pts

**Hint:** I used an “If/Then/Else” inside of a “Forever” loop.

**Big Hint:** All the code you will use in this program is code you have used in your previous programs that relied on “If/Then” statements. I do recommend you take a look at your “Calculate a Grade” program and see how the “Answer” was made a variable. Compare this variable to the variable that Player #2 is guessing.

### 2. “Guess Higher or Lower” (10 pts.)

View the Model: “Guess My Number with Higher/Lower,” & The Grade Sheet.

**Goal:** This game will alert Player #2 if they need to guess higher or lower.

**Note:** You do not need to write this code as a separate program...just add it directly into 1. “Guess My Number.”



1. If Player #2 guesses incorrectly, the program will now say either “Lower,” or “Higher,” followed by, “Try Again!”	10pts
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