

Apply Randomness To: "Guess My Number"

Gradesheet - (20 pts.)

Purpose: Students will be introduced to the command of "Randomness" by applying it to their "Guess My Number" Program

1. "Apply Randomness To: "Guess My Number."

View the Model: "Apply Randomness To: Guess My Number" & The Grade Sheet.

Goal: The computer will generate a random hidden number, the players will not!

Step #1: Duplicate the program you just wrote, "Guess my number with Higher & Lower " and instead of Player #1 selecting the hidden number...the computer will pick a 'hidden' random number.'

1. When the game starts, the player will be instructed on what they need to do.	5pts.
2. The Computer will generate a random hidden number (1-10)	10pts
3. A Player will begin guessing what the number is by entering it into a visible form field. <ul style="list-style-type: none">• If the Player guesses incorrectly, the program will say: "Try Again!"• When the Player 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 guessed correctly, the program ends	5pts

Note: You may want to use the following line of code:

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pick random 1 to 10
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