

Programming Exercise 6.7

Over-Under Guessing Game, v.2.0

Purpose. Learn how to use loops.

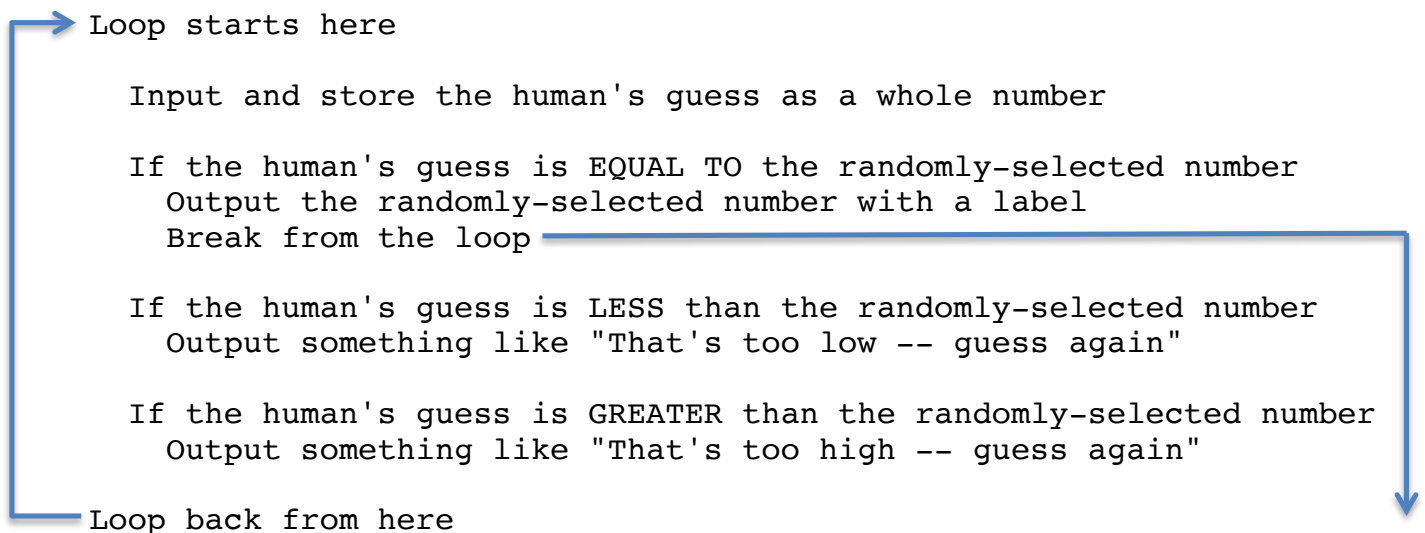
Supplemental. Read about “randomizing” in <http://www.rdb3.com/python/exercises/Gaming.supplemental.pdf>.

Requirements. Rewrite your `overUnder1.py` from exercise 6.6 as `overUnder2.py`. Modify the program to allow the human player to guess again if their guess was not correct, and continue until it is correct.

Algorithm.

Get and store the number to be guessed (1-100) using the random number generator

Output the computer's challenge to the human, to try to guess the randomly-selected number



Example. User input in blue:

```
I'm thinking of a number between 1 and 100. Guess what it is: 50
That's too high -- guess again: 25
That's too low -- guess again: 37
That's too high -- guess again: 31
That's too high -- guess again: 28
That's right -- it's 28
```