

Simple Selection Statement Practice Work

1. Create a simple guessing game program. Your program will create a number variable that will store a random number between 1 and 10 inclusive. You will then give the user 3 guesses to guess the number. Every time the user guesses, you will tell them whether they guessed too high, low or got it right.

NOTES:

- This is to be done using simple selection only, NO if-else if statements allowed. Look at the note on Nesting for a clue on how to achieve the solution.
- Get some subprogram practice, what code is repeated that you can group together in a subprogram to make your code cleaner and your life easier?