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## GuessNumber.py

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'''
Created on Feb 14, 2011

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'''
5  '''

import random

def get_status(secret,guess):
10  '''
    Based on parameters secret and guess returns one of 'high', 'low', 'correct'
    e.g., if secret < guess returns 'high'
    '''

    if secret == guess:
        return "correct"
    if secret < guess:
        return "high"
    return "low"

20  def play_game_computerguess():
    '''
    plays a game in which the computer guesses the human player's number
    '''

25  _MAX = 100
    low = 1
    high = _MAX
    guess_count = 0

30  print "I will guess your number, you answer [h]igh, [l]ow, [c]orrect"
    print "start by thinking of a number between 1 and ", _MAX

    answer = 'none'
    while answer[0] != 'c':
35  guess = (low+high)/2
        guess_count += 1
        print "I guess ", guess
        print "[h]igh, [l]ow, [c]orrect> ",
40  answer = raw_input()
        if answer[0] == 'h':
            high = guess+1
        elif answer[0] == 'l':
            low = guess-1

45  if low > high:
        print "either you made a mistake or I did, I give up!"
        break

50  print "it took me ", guess_count, " tries to guess ", guess

def play_game_humanguess():
    '''
    plays a game in which the human guesses the computer's number
55  '''

    _MAX = 100
    secret = random.randint(1, _MAX)
    guess_count = 0

60  print "I'm thinking of a number between 1 and ", _MAX

    guess = -1
    while secret != guess:
65  print "guess> ",
        guess = raw_input()
        guess = int(guess)
        guess_count += 1
        status = get_status(secret, guess)
70  if status == "low":
        print "you're guess is too low, try again"
    elif status == "high":
        print "you're guess is too high, try again"

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75  print "Great! it took you ", guess_count, " tries to guess ", secret

if __name__ == "__main__":
    play_game_computerguess()

```