

BHCSI Intro Programming

Homework Assignment: Frisbee Stolen

Kit was unhappy that there was damage to the ceiling in the commons area. So, rather than risk more damage, he has stolen the frisbee and hid it in one of the rooms in the pod. You desperately want the frisbee back and promise Kit that you won't let Eric play if he'll give the frisbee back to you. However, he refuses to tell you directly which room it is in. You realize however, that if you make a guess at which room it is in, he will either tell you that your guess is too low, your guess is too high, or that your guess is correct!

Write a program that picks a random room number (in between 401 and 415, inclusive) for Kit to hide the frisbee. Then, ask the user to guess which room the frisbee is in. Based on this guess, your program must correctly respond with one of the following three responses.

Sorry, your guess is too high.

Sorry, your guess is too low.

You guessed the correct room number, let's play frisbee!!!

Once you've got this working, you are free to change the game to allow a different range of possible room numbers. Once you have experimented with that, you can also adjust your program to print out how many guesses it took to find the frisbee.

Sample Input and Output

Which room do you think the frisbee is in?

408

Sorry, that guess is too low.

Which room do you think the frisbee is in?

411

Sorry, that guess is too high.

Which room do you think the frisbee is in?

410

Sorry, that guess is too high.

Which room do you think the frisbee is in?

409

You guessed the correct room number, let's play frisbee!!!

Optional piece of output:

You found the frisbee in 4 guesses.