

Number Guesser Program MS Small Basic

Part I Enter the program below into Small Basic

When finished keying, SAVE your program into your own folder then try running it several times. The computer should pick a different number each time.

```
'Number Guesser Program
' your name here
TextWindow.WriteLine("  Number Guesser")
TextWindow.Write("What is your name? ")
name=TextWindow.Read()
TextWindow.WriteLine("hello "+name)
secretnumber= math.GetRandomNumber(100)
While secretnumber <> guess
  TextWindow.Write("Enter a number between 1 and 100 ")
  guess=textwindow.Read()
  If guess < secretnumber Then
    TextWindow.WriteLine(guess+" TOO LOW "+name+" Try again")
  ElseIf (guess > secretnumber) then
    TextWindow.WriteLine(guess+" TOO HIGH "+name+" Try again")
  EndIf
EndWhile
TextWindow.WriteLine(guess+ " is Correct " + name + " You Win")
```

Part II Adding colour

You are going to add some colour to the program, green to start

Yellow if the guess is too low, red if too high and magenta when correct

Add the four lines shown as underlined & *italics* in the corresponding position in your program

```
'your name here
TextWindow.ForegroundColor="green"
TextWindow.WriteLine("  Number Guesser")
TextWindow.Write("What is your name? ")

If guess < secretnumber Then
  TextWindow.ForegroundColor="yellow"
  TextWindow.WriteLine(guess+" TOO LOW "+name+" Try again")
ElseIf (guess > secretnumber) then
  TextWindow.ForegroundColor="red"
  TextWindow.WriteLine(guess+" TOO HIGH "+name+" Try again")
EndIf

TextWindow.ForegroundColor="magenta"
TextWindow.WriteLine(guess+ " is Correct " + name + " You Win")
```

Note the possible colours you can choose by name are

Black	Red	DarkGreen
Blue	White	DarkMagenta
Cyan	Yellow	DarkRed
Gray	DarkBlue	DarkYellow
Green	DarkCyan	
Magenta	DarkGray	

Part III Count the number of guesses

It would be nice to have the computer count the number of guesses it takes you to get the correct number. Add the 3 lines shown as underlined & *italics* in the corresponding position in your program

```
secretNumber= math.GetRandomNumber(100)
countGuess=0
While secretNumber <> guess
  TextWindow.Write("Enter a number between 1 and 100 ")
  guess=textwindow.Read()
  countGuess=countGuess + 1
  If guess < secretNumber Then

TextWindow.WriteLine(guess+ " is Correct " + name + " You Win")
sound.PlayChime()
TextWindow.writeline("It took you " + countGuess + " guesses")
```

Part IV Add some sounds

```
If guess < secretnumber Then
  TextWindow.ForegroundColor="yellow"
  TextWindow.WriteLine(guess+" TOO LOW "+name+" Try again")
  Sound.PLayMusic("d4f4q4")
ElseIf (guess > secretnumber) then
  TextWindow.ForegroundColor="red"
  TextWindow.WriteLine(guess+" TOO HIGH "+name+" Try again")
  Sound.PLayMusic("q4f4d4")
EndIf

TextWindow.WriteLine(guess+ " is Correct " + name + " You Win")
sound.PLayChime()
```