Name:_____

Homework #2 Introduction to Computing
Due: Feb. 4, 2010 (Thursday at 11:59 PM)

You are to write a program to play a random number guessing game. Your program should generate a random number between 1 and 1000, then ask the user to guess the number repeatedly until they get it correct. (Use a loop that repeats until the user correctly guesses the random number.) Each time the user guesses, your program should display an appropriate message: "Too high, try again.", "Too low, try again", or "Correct guess after ## guesses!" (the "##" should replaced by actual number of guesses the user performed)

Save your program in a file called guessingGame.py

Follow the program format and structure described in section 2.6.4 of the text, and be sure to use good style:

- meaningful variable names with good style (i.e., useCamelCase)
- docstring comment at the start of the program
- use constants where appropriate with good style (ALL_CAPS_AND_UNDERSCORES).

Submit your homework electronically at http://www.cs.uni.edu/~schafer/submit/which_course.cgi
The steps for the homework submission system are:

1. Write, debug, and test your program. Save it in a file called guessingGame.py.
2. Log on to the submission system at: http://www.cs.uni.edu/~schafer/submit/which_course.cgi

   (It is very likely that you will get some security certificate warnings when trying to use this. You may add an exception and accept the existing security certificate.) Use the same AD-ITS User name and password you use to log on the lab computers.
3. Select the course and section number of "810:051, Intro to Computer, Fienup". Click the "Continue".
4. Select the homework that you wish to submit: "HW 2: Guessing Game". Click the "Continue" button.
5. Specify how many extra files you want to submit. Just leave it at 0. Click the "Continue" button.
6. Upload your program by Browsing and selecting your guessingGame.py file. Click the "Continue" button.
7. The next page reports on the status of the upload(s). You can always continue to upload a better version of the program until the deadline. The newer file will replace an older file of the same name.