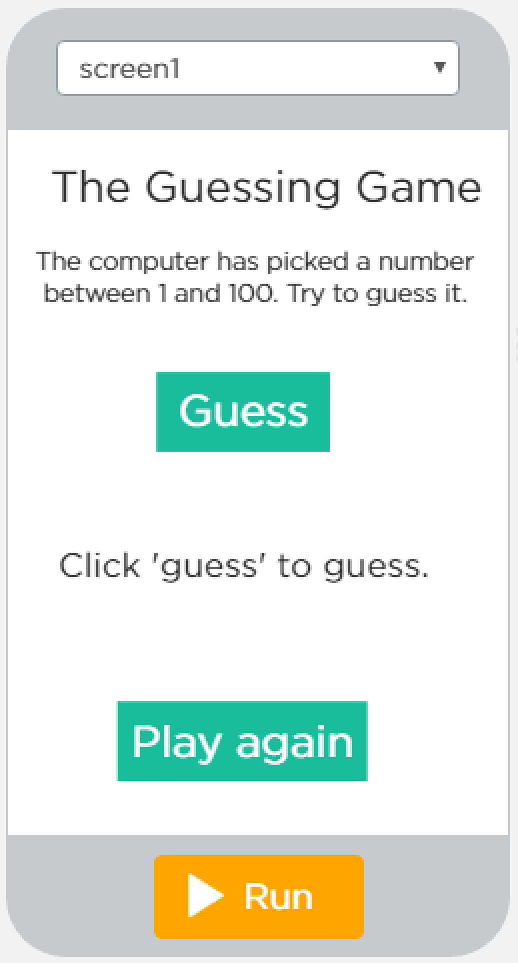
A5: Guessing Game

Create this screen:

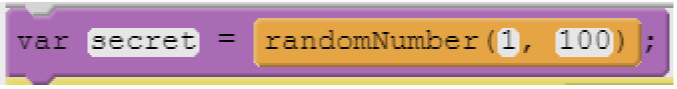


The Guessing Game

The computer has picked a number between 1 and 100. Try to guess it.

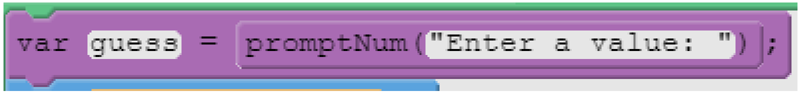
Click 'guess' to guess.

Make a variable outside of all onEvent blocks. It is the number that the user will need to guess. Have the computer pick a random number between 1 and 100.

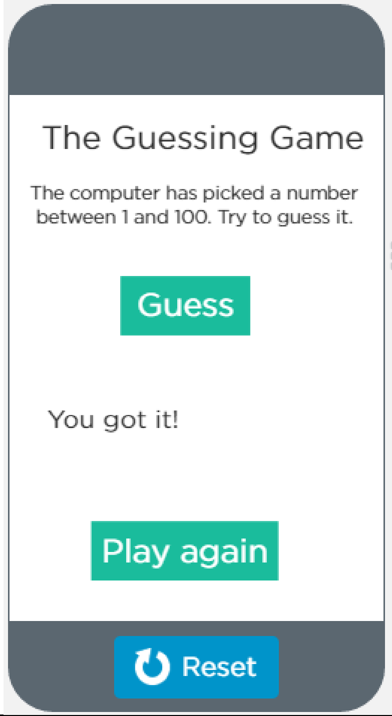
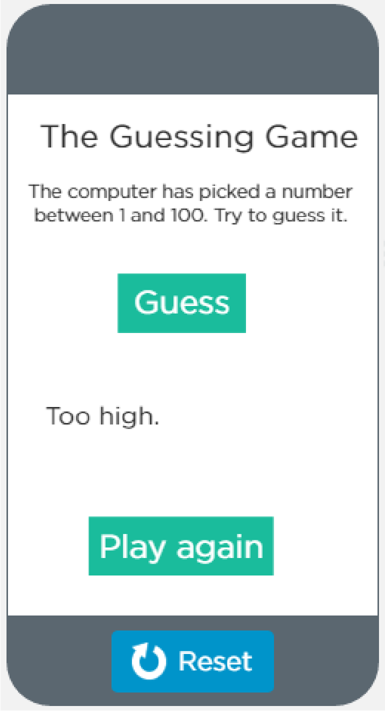
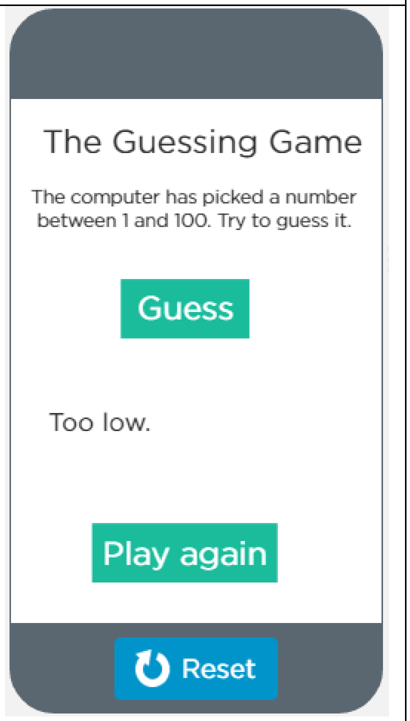


```
var secret = randomNumber(1, 100);
```

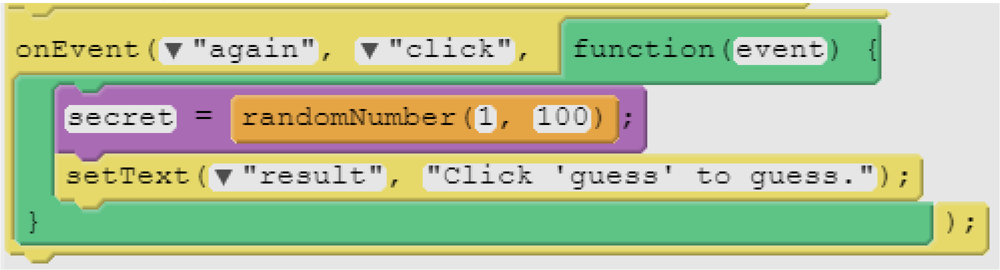
Inside the onEvent for the guess button, you will first need to get the user's guess:



```
var guess = promptNum("Enter a value: ");
```

If the guess == the secret number, tell the user:	Else if the guess > secret, tell the user:	Otherwise, tell the user:
 The Guessing Game The computer has picked a number between 1 and 100. Try to guess it. You got it! 	 The Guessing Game The computer has picked a number between 1 and 100. Try to guess it. Too high. 	 The Guessing Game The computer has picked a number between 1 and 100. Try to guess it. Too low.

The play again button is very short:



```
onEvent("again", "click", function(event) {
  secret = randomNumber(1, 100);
  setText("result", "Click 'guess' to guess.");
});
```

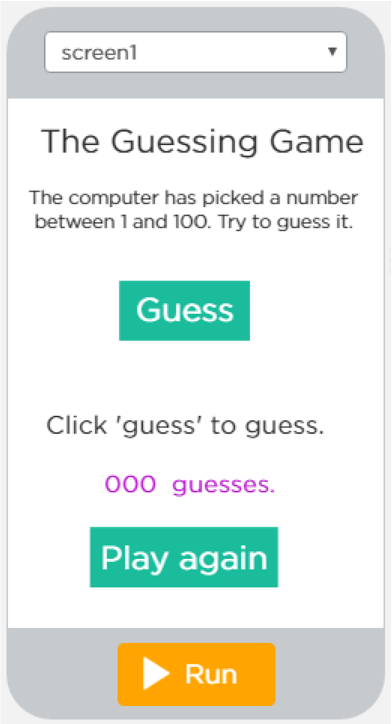
You get a new random number AND reset the result label.

Play your game to make sure it works.

Score

If you are a clever guesser, there is a way to always get the answer in 7 guesses or less. This means we need to make the guessing game keep score.

Add a label to the screen:



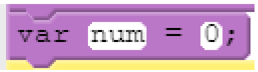
The Guessing Game

The computer has picked a number between 1 and 100. Try to guess it.

Click 'guess' to guess.

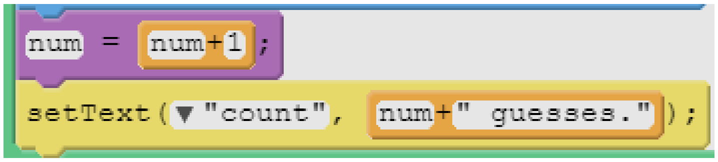
000 guesses.

Make a variable called num outside all of the OnEvents:



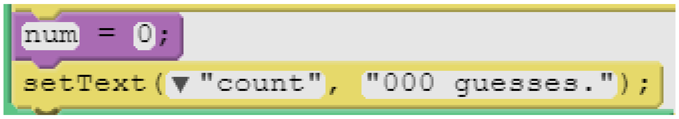
```
var num = 0;
```

Inside the guess OnEvent, you need to increase the num variable AND show it on the screen.



```
num = num+1;
setText("count", num+" guesses.");
```

Inside the again OnEvent, you need to set the num variable back to 0 AND show it on the screen.



```
num = 0;
setText("count", "000 guesses.");
```