

Title: Hurrey or Oops! – A Guessing Game

Description: In this activity, you will write a small Python program where the computer chooses a number between 1 and 5. You will guess one number, and the program will tell you if your guess is correct or not.

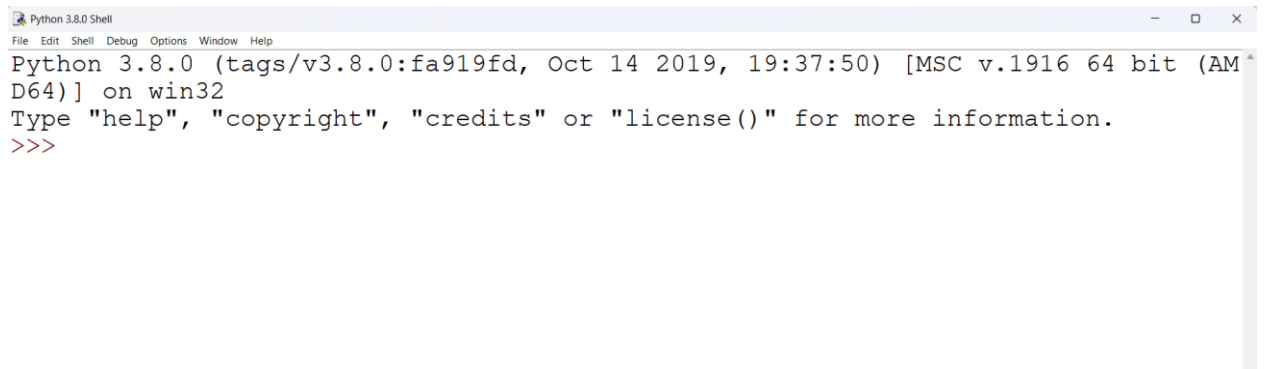
Purpose: To understand how Python can take user input and make decisions using **if-else** conditions. This is done in a fun way through a small guessing game.

Requirements: Computer with Python installed, Python IDLE (File Mode).

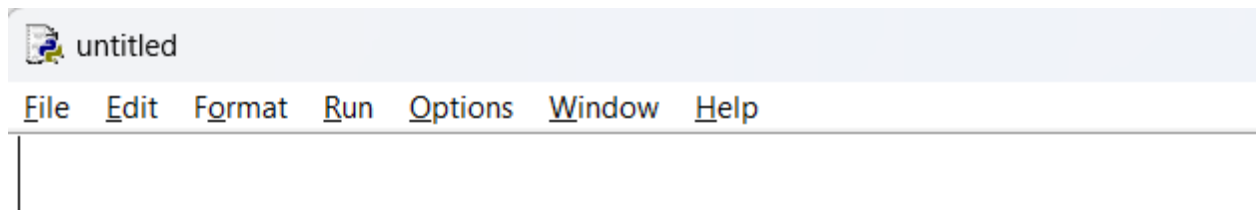
Steps:

1. Open **Python IDLE** in **File Mode**

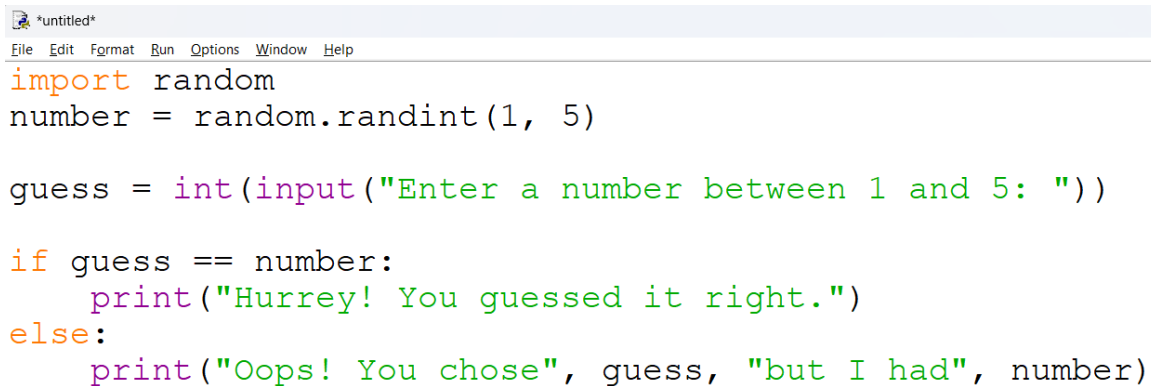
- To open: Press **Win Key** → type **IDLE** → **Enter**
- It should open IDLE Window as shown below



- To open File Mode: Click **File** → **New File**
- It should open IDLE File editor window where you can type, save and run python programs as shown below



2. Type the following program carefully



```
*untitled*
File Edit Format Run Options Window Help

import random
number = random.randint(1, 5)

guess = int(input("Enter a number between 1 and 5: "))

if guess == number:
    print("Hurreey! You guessed it right.")
else:
    print("Oops! You chose", guess, "but I had", number)
```

Explanation of Code:

- `import random` → tells Python to use the **random** module (which can pick numbers randomly).
- `number = random.randint(1, 5)` → this makes the computer secretly pick one number between 1 and 5.
- `guess = int(input("..."))` → asks the user to type a number and saves it as a whole number (`int`).
- `if guess == number:` → compares your guess with the computer's number.
- `print("Hurreey!...")` → message shown if the guess is correct.
- `else:` → this runs if your guess is not equal to the computer's number.
- `print("Oops!...")` → shows what you guessed and what the computer's number actually was.

3. Save your **Program**

- Click **File** → **Save As**.
- Give the program (file) name **guess_one.py** and save.



4. Run the **Program**

- Press **F5** (or choose **Run** → **Run Module**).
- The Shell window will appear.

5. Play the game

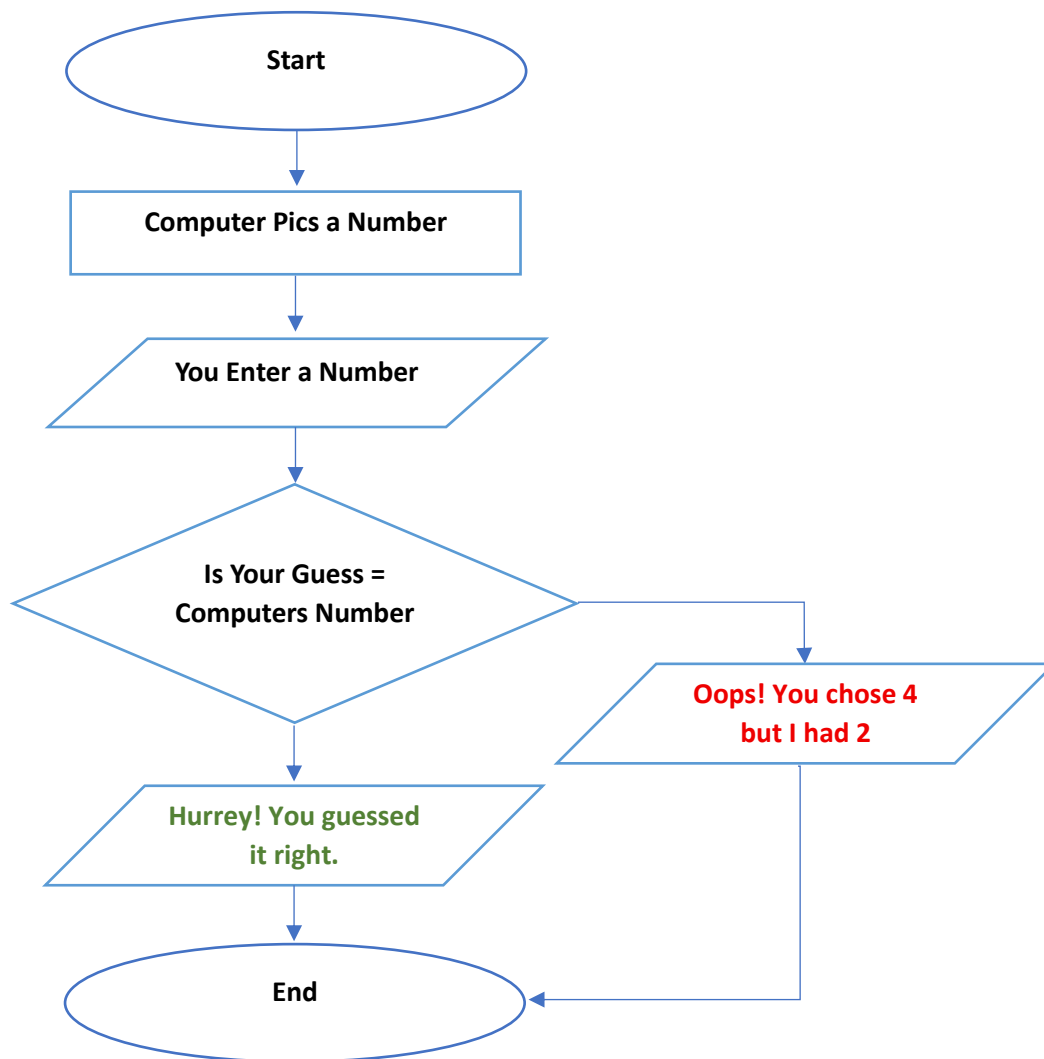
- Type any number between 1 and 5.
- If your guess is correct, the computer shows:

Hurrey! You guessed it right.

- If your guess is wrong, the computer should show something like:

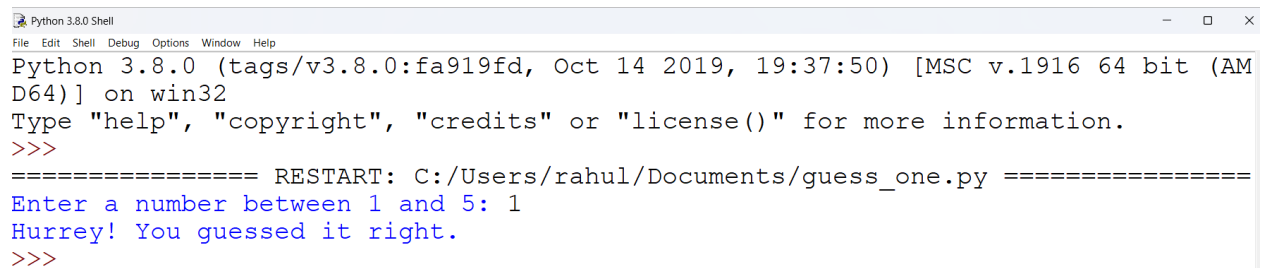
Oops! You chose 4 but I had 2

FLOW CHART



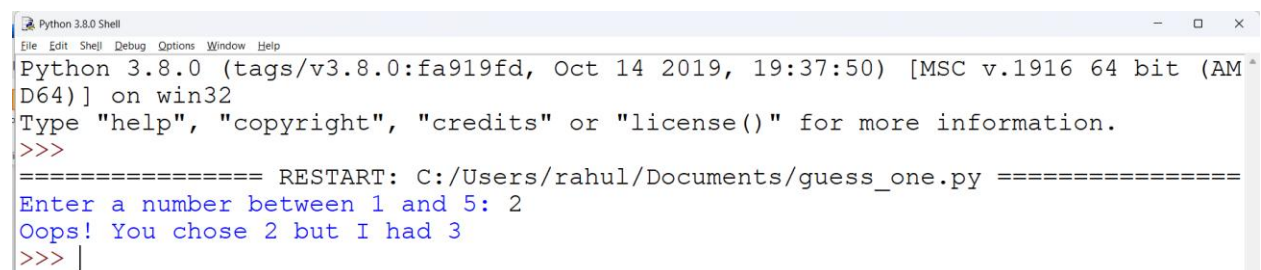
Expected Output:

Case 1: Correct Guess.



```
Python 3.8.0 Shell
File Edit Shell Debug Options Window Help
Python 3.8.0 (tags/v3.8.0:fa919fd, Oct 14 2019, 19:37:50) [MSC v.1916 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
===== RESTART: C:/Users/rahul/Documents/guess_one.py =====
Enter a number between 1 and 5: 1
Hurray! You guessed it right.
>>>
```

Case 2: Wrong Guess.



```
Python 3.8.0 Shell
File Edit Shell Debug Options Window Help
Python 3.8.0 (tags/v3.8.0:fa919fd, Oct 14 2019, 19:37:50) [MSC v.1916 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
===== RESTART: C:/Users/rahul/Documents/guess_one.py =====
Enter a number between 1 and 5: 2
Oops! You chose 2 but I had 3
>>> |
```

Important Note:

- The computer will **pick a new number** every time you run the program.
- Always type a number between **1 and 5** only.
- If you type a number outside this range (like 0 or 7), the program will still run but it will always say **Oops!** (because the computer never chooses such numbers).
- If you type letters or symbols, the program will show an error (because it expects a number).