**Assignment D**

**Magic Number Game**

Develop a small working version of the Magic Number game. All displays to be in windows, not the console. You may use EasyGUI to create the display or something similar.

In the Magic Number game the computer thinks of a number between 1 and 100. The user then guesses a number and the computer responds with the correct response. The computer’s available responses are:

The number is higher

The number is lower

You guessed correctly

This continues until the user gets the right answer. The number of guesses is then displayed. Your program must be able to handle the user typing in characters not numbers. How you handle this is up to you but it should not crash your program.

Hints:

* There is a library called random to generate the number. It is pretty easy to use. Google it to see how it works
* Use Enter boxes and Message boxes from Easy GUI for your displays
* You should use try except when getting information from the user who might not type in what you expect. Your program should just accept this and move on. A good way to do this would be to create a function called safe\_enter\_box which will return the correct number in the right range or else a standard response like 0.
* Try to write this as a well-structured program.
* You might want to use the endless loop structure with a break if the user guesses the correct number.