Guessing Game Program
Pseudocode Algorithm

When the *flag* is clicked

Declare *guess*, *Randomnum* As Variable

Set *guess* = 0

Set *Randomnum* = Random number between 1-10

Repeat (Loop) until *guess* = *Randomnum*

Ask user: “Guess a number between 1 and 10:”

Set *guess* = User answer

If *guess* = *Randomnum* Then

Output: “You guessed it!”

Else

If *guess* > *Randomnum* Then

Output: “Too big! Try again.”

Else

Output: “Too small! Try again.”

End If

End If

End Loop