

Worksheet: Guessing Game

1a. Write a program that implements a game where the user is to guess a number. The program should:

- tell the user the object of the game
- generate a random number between 1 and 10 (this code is given for you, below)
- repeatedly prompt the user to enter their guess
- inform the user if their guess is too high, too low, or correct
- stop when the user has guessed correctly

For example:

```
I'm thinking of a number between 1 and 10.  
Try to guess the number.  
Enter your guess: 3  
Your guess is too low. Try a higher number.  
Enter your guess: 7  
Your guess is too low. Try a higher number.  
Enter your guess: 9  
Your guess is too high. Try a lower number.  
Enter your guess: 8  
CORRECT! Congratulations!
```

The first lines of the code are given. Complete the code. Once your code is working properly, copy it into the box below:

```
1 import random  
2 num = random.randint(1,10) # num contains the random number  
3 print("I'm thinking of a number between 1 and 10.")  
4 print("Try to guess the number.")
```