Programming Assignment 1
Due: Friday, January 23

Write a Python program to create a guessing game. You will generate a random integer between 1 and 10, then ask the user to guess the number. If the user guesses the correct number, congratulate her. Otherwise you will give the user hints about if the guess is too high or too low. The user will have three chances to guess correctly.

Call your script guess.py

Sample sessions of the program appears below.

Session 1
I'm thinking of an integer, you have three guesses.
Guess 1: Please enter an integer between 1 and 10: 4
Your guess is too small.
Guess 2: Please enter an integer between 1 and 10: 8
Your guess is too big.
Guess 3: Please enter an integer between 1 and 10: 7
Too bad. The number is: 5

Session 2
I'm thinking of an integer, you have three guesses.
Guess 1: Please enter an integer between 1 and 10: 7
Your guess is too big.
Guess 2: Please enter an integer between 1 and 10: 4
You got it!

Format your input and output so that your program reproduces the above session exactly (except for the numbers), even down to the capitalization, punctuation, and spacing.

Every program that you submit in this class should begin with a comment block resembling the model below.

# your name
# your userid@ucsc.edu
# programming assignment 1
# a short description of what the program does

Test your program thoroughly. Attach the file guess.py to Programming Assignment 1 on eCommons.