

Skittles

at the top of your program you will need to import the random library

```
import random
```

code to use the random function:

```
number_to_guess = random.randrange(1,1024)
```

Write a guessing game program that does the following:

- generates a random number between 0 and 1023
- asks the user for a guess
- messages are printed when the guess is too high, too low, or out of range
- when correct the program prints a message and then exits
- otherwise it keeps asking the user for a new guess and checking again

Hint: Using a while loop will be helpful in solving this problem

```
This is just for testing: 153
```

```
I am thinking of a number between 0 and 1023
```

```
What is your guess? 6000
```

```
    What are you doing? 6000 is not a valid entry!
```

```
    Try again my friend
```

```
What is your guess? 1
```

```
    No, 1 is too low - try again
```

```
What is your guess? 999
```

```
    No, 999 is too high - try again
```

```
What is your guess? -4
```

```
    What are you doing? -4 is not a valid entry!
```

```
    Try again my friend
```

```
What is your guess? 153
```

```
    Yes! The number was 153
```

```
    Go you!
```