

Program:

## Guess

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: ClrHome : 0→G
: ClrDraw : While G=0
: RecallPic 1 : Input "NUMBER? ",N
: Pause : Goto 8
: Lbl 1 : End
: Menu("DIFFICULTY?", "BEGINNER",1 : Lbl 10
3, "NOVICE",6, "EXPERT", "VERTERAN : randInt(-99999,99999)→A
",9, "LEGENDARY",10, "INFINITE",11, : ClrHome
"ETERNITY",12) : Disp "(-99999 - 99999)"
: Lbl 6 : 0→G
: randInt(-99,99) →A : While G=0
: ClrHome : Input "NUMBER? ",N
: Disp "(-99 - 99)" : Goto 8
: 0→G : End
: While G=0 : Lbl 11
: Input "NUMBER? ",N : randInt(-999999,999999)→A
: Goto 8 : ClrHome
: End : Disp "(-999,999 -", " 999,999)"
: Lbl 7 : 0→G
: randInt(-999,999)→A : While G=0
: ClrHome : Input "NUMBER? ",N
: Disp "(-999 - 999)" : Goto 8
: 0→G : End
: While G=0 : Lbl 12
: Input "NUMBER? ",N : randInt(-9999999,9999999)→A
: Goto 8 : ClrHome
: End : Disp "(-9,999,999 -", " 9,999,999)"
: Lbl 9 : 0→G
: randInt(-9999,9999)→A : While G=0
: ClrHome : Input "NUMBER? ",N
: Disp "(-9999 - 9999)" : Goto 8
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: End
: Lbl 13
: randInt(-9,9)→A
: ClrHome
: Disp “(-9 – 9)”
: 0→G
: While G=0
: Input “NUMBER? ”,N
: Goto 8
: End
: Lbl 8
: If N=A:Then
: ClrHome
: Disp “YOU GOT IT!”,“GOOD
JOB!”,“THE ANSWER WAS:”,A
: Pause
: Goto 2
: End

: If N>A
: Disp “NO, TOO HIGH!”,“”
: If N<A
: Disp “NO, TOO LOW!”,“”
: End
: Lbl 2
: Menu(“PLAY AGAIN?”,
“YES”,3,“NO”,4)
: Lbl 3
: Goto 1
: Lbl 4
: Goto 5
: End
: Lbl 5
: ClrHome
: Output(4,6,“PLEASE,”)
: Output(5,4,“COME AGAIN!”)

```

The highlighted section marks a line of code that will vary per calculator. It asks that you recall picture 1, however, you do not need that line for the program to run. If you choose to delete that line, then you must also delete the line of “ClrDraw” and “Pause”. If you choose to keep it, you must draw a picture using the drawing function and save it to picture 1.