

**Assignment #6**

Design a program that reads a number from 1 – 10 from the user. If the number matches a preprogrammed number of your choosing a message saying they won appears along with a picture. If the user picks a number outside of 1 – 10 a message should appear that tells them they need to follow the rules. Comment your code.

- Computer Science 120: Have the user enter two numbers and the program picks two random numbers. The program will check both entered numbers with the two random ones. A special message and image will appear if the user matches both numbers.

**Assignment #7**

Create a program that choose a random integer between 1 and 50. The user then has to guess at the number. The program tells the user to guess higher or lower depending on the guess and keeps count of how many times the user guessed. Have a message saying the number of guesses and a picture appear when the number has been found. Program a restart button.