

**Reminder of Conditional Statements**

Relational Operator	Meaning
=	Equal to
<	Less than
<=	Less than or equal to
>	Greater than
>=	Greater than or equal to
<>	Not equal to

**Assignment #8 /15**

Create a program that picks a random number between 1 and 100.

- A user will enter their guess in a textbox.
- The program tells the user to guess higher or lower until the user guesses correctly.
- The program counts and displays the number of guesses the user made.
  - An image appears if the number is guessed correctly.
- Program a restart and quit button.

**Assignment #9 /20**

Program a game where the user and an NPC gets two random integers between 1 and 10.

- The player with the highest pair wins, or if there are no pairs, the player with the highest total wins.
- The game should display appropriate messages, have a “Play Again” button and keep a running total of wins, losses and ties.
- Incorporate a betting element where the player can bet as to whether or not they have the better hand before seeing what the NPC has. Players can only win what they bet. Game ends when the player runs out of money or quits.

**Assignment #10 /20**

Program a game of (what I call) In-between. The player will view two random integers between 1 & 20 and bet as to whether a third card will be in-between the other two cards. Players win or lose what they bet with two exceptions:

- If the third card is the same as the other two (so a 3 of a kind) then they automatically win their current total (not their bet).
- If the third card is the same as one of the other two shown cards (called “hitting the post”) then they lose 3 times their bet.

Have the game display appropriate messages and a quit button.

Assignment #11 on the next page.

**Assignment #11      /20**

Create a video game where the user attacks an enemy (use a picture of your choosing). Feel free to adjust any of the numbers below.

- Set the enemy health to 500.
- Each attack is a random number between 25 & 50.
  - The user has a 20% chance of a critical hit that scores three times the attack value.
  - The enemy has a 15% change of blocking and reducing the attack by half.
  - The enemy has a 25% change of healing 100 health after an attack.
- Use the progress bar feature to view the enemy health (for simplicity you can set the max value of the progress bar to the enemies health in the progress bar's property menu).
- When enemy health is depleted a winning message is displayed.
- Program a quit and reset button.
- Comment your code to easily show me what your program is doing.