

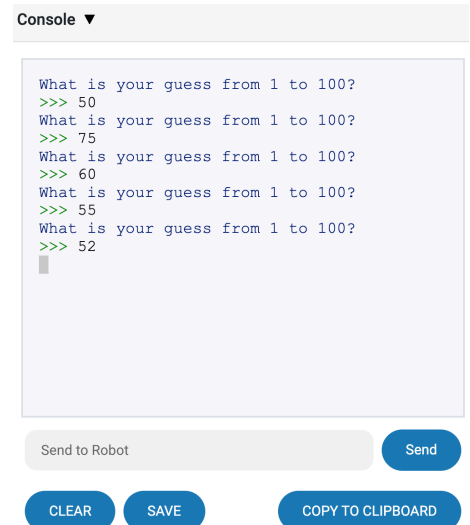


Guess the Number

Can you guess the number chosen by the VEX AIM Coding Robot? Use the Console to enter your guesses!

Step by Step

1. Plan your project. In your project, the robot must pick a random number between 1 and 100, then continuously check the guessed number sent from the Console until the correct answer is found. Use the following sequence to help you plan your project:
 - Prompt the user to enter a guessed number from the Console and send it to the robot.
 - Compare the input answer with the selected number and provide feedback.
 - Feedback should include if the number is too high, too low, or correct.
 - Continue to prompt the user to enter a number and repeat the comparison until the correct number is found.
 - Celebrate when the correct answer is found using a combination of LEDs, images, and sounds.
2. Build and test your project. Continue to iterate on your project until you are able to play the guessing game with your robot and the Console.



‘LEVEL UP’

- **Verbal Hint** – Code the robot to ‘speak’ whether your guesses are too high, too low, or correct. Be sure to check that the voice clips are in the correct format and size.
- **Console Celebration** – Bring your celebration of the correct answer into the Console! Print a message to signify the end of the game.

Pro Tips

- All inputs from the Console are saved as strings (text). Convert the input from string data to a number to compare it with the randomly picked number.

convert answer to number ▼

Standards: CSTA 1B-AP-10: Create programs that include sequences, events, loops, and conditionals.

CSTA 2-AP-12: Design and iteratively develop programs that combine control structures, including nested loops and compound conditionals.