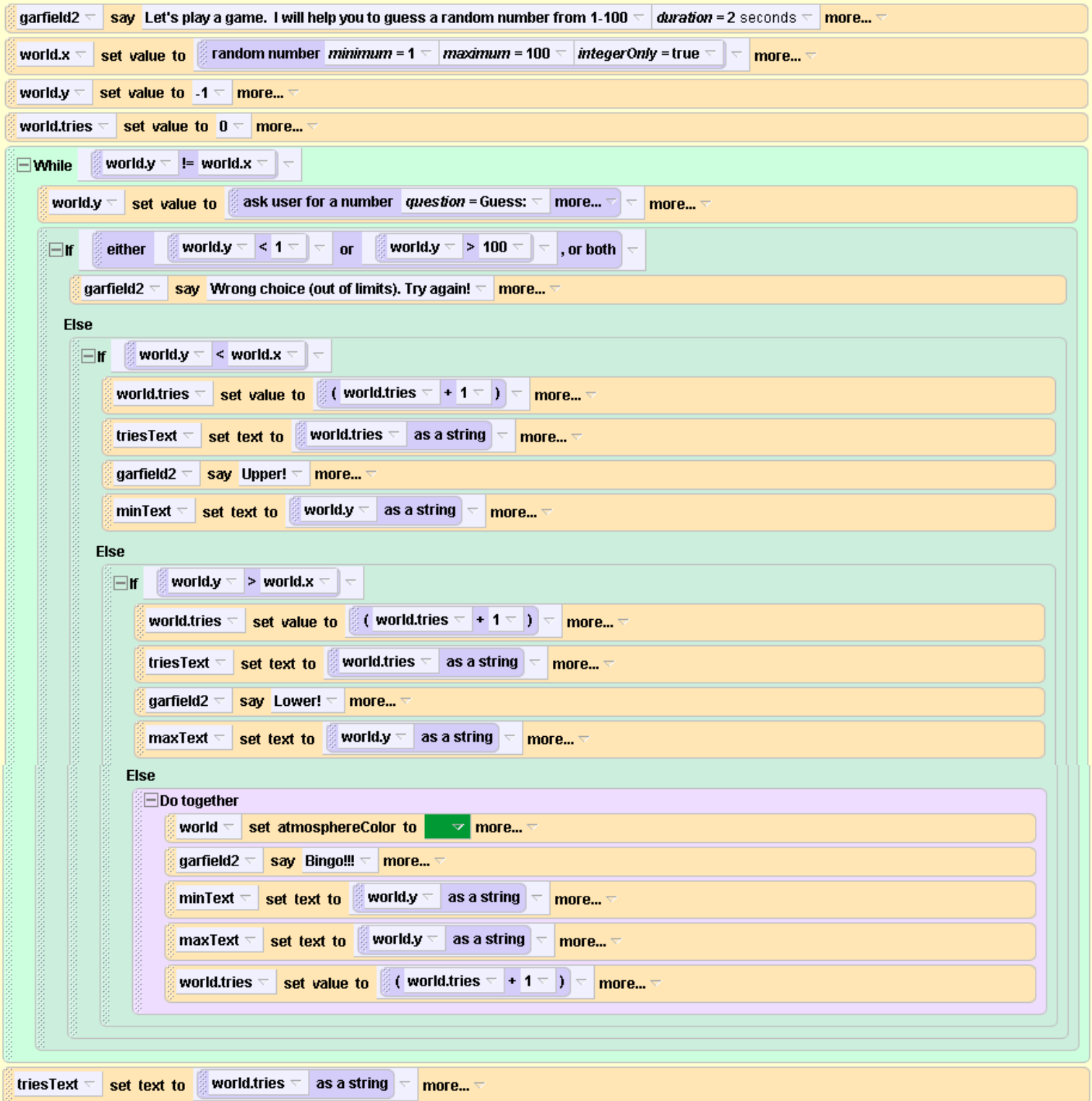


Alice (Guess number game)

1. Κάνουμε  τα εξής: Garfield-Garfield2 και 3 3D-Text τα οποία και μετονομάζουμε σε "minText"
, "maxText"  και "triesText"  
2. Επιλέγουμε  -  και με το  δημιουργούμε τις: ,  και 
3. Προσθέτουμε τα παρακάτω blocks από κώδικα στο  **world.my first method**:



```
garfield2 say Let's play a game. I will help you to guess a random number from 1-100 duration = 2 seconds more...
world.x set value to random number minimum = 1 maximum = 100 integerOnly = true more...
world.y set value to -1 more...
world.tries set value to 0 more...

While world.y != world.x
  world.y set value to ask user for a number question = Guess: more... more...
  If either world.y < 1 or world.y > 100, or both
    garfield2 say Wrong choice (out of limits). Try again! more...
  Else
    If world.y < world.x
      world.tries set value to ( world.tries + 1 ) more...
      triesText set text to world.tries as a string more...
      garfield2 say Upper! more...
      minText set text to world.y as a string more...
    Else
      If world.y > world.x
        world.tries set value to ( world.tries + 1 ) more...
        triesText set text to world.tries as a string more...
        garfield2 say Lower! more...
        maxText set text to world.y as a string more...
      Else
        Do together
          world set atmosphereColor to more...
          garfield2 say Bingo!!! more...
          minText set text to world.y as a string more...
          maxText set text to world.y as a string more...
          world.tries set value to ( world.tries + 1 ) more...
    End If
  End If
End While

triesText set text to world.tries as a string more...
```