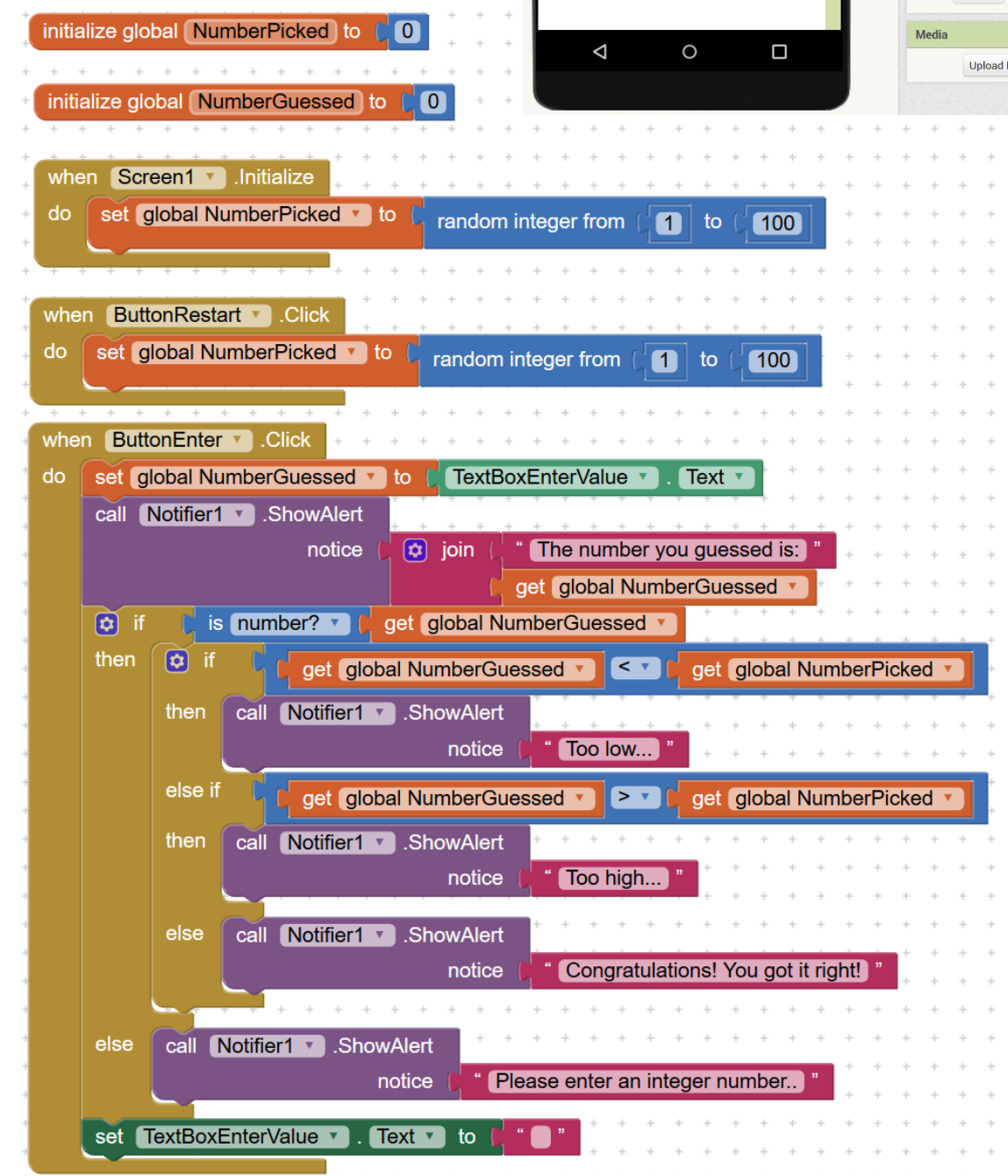
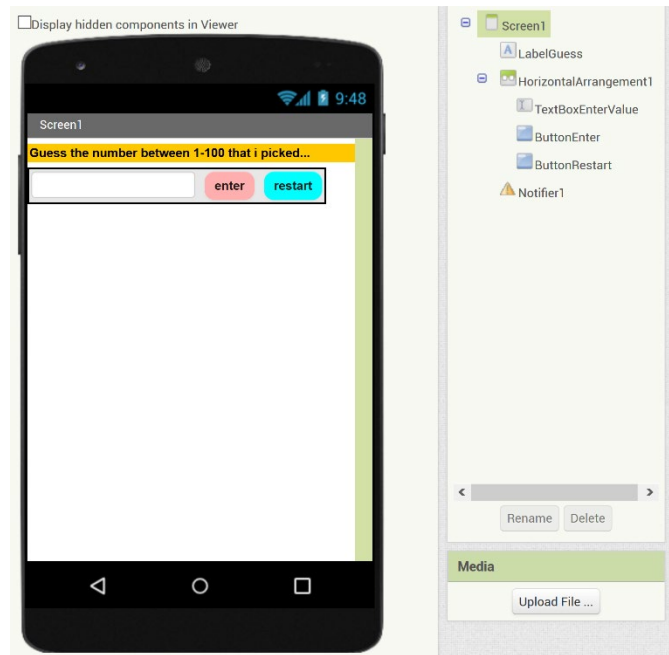


Variation-1 : Basic

Characterisitcs:

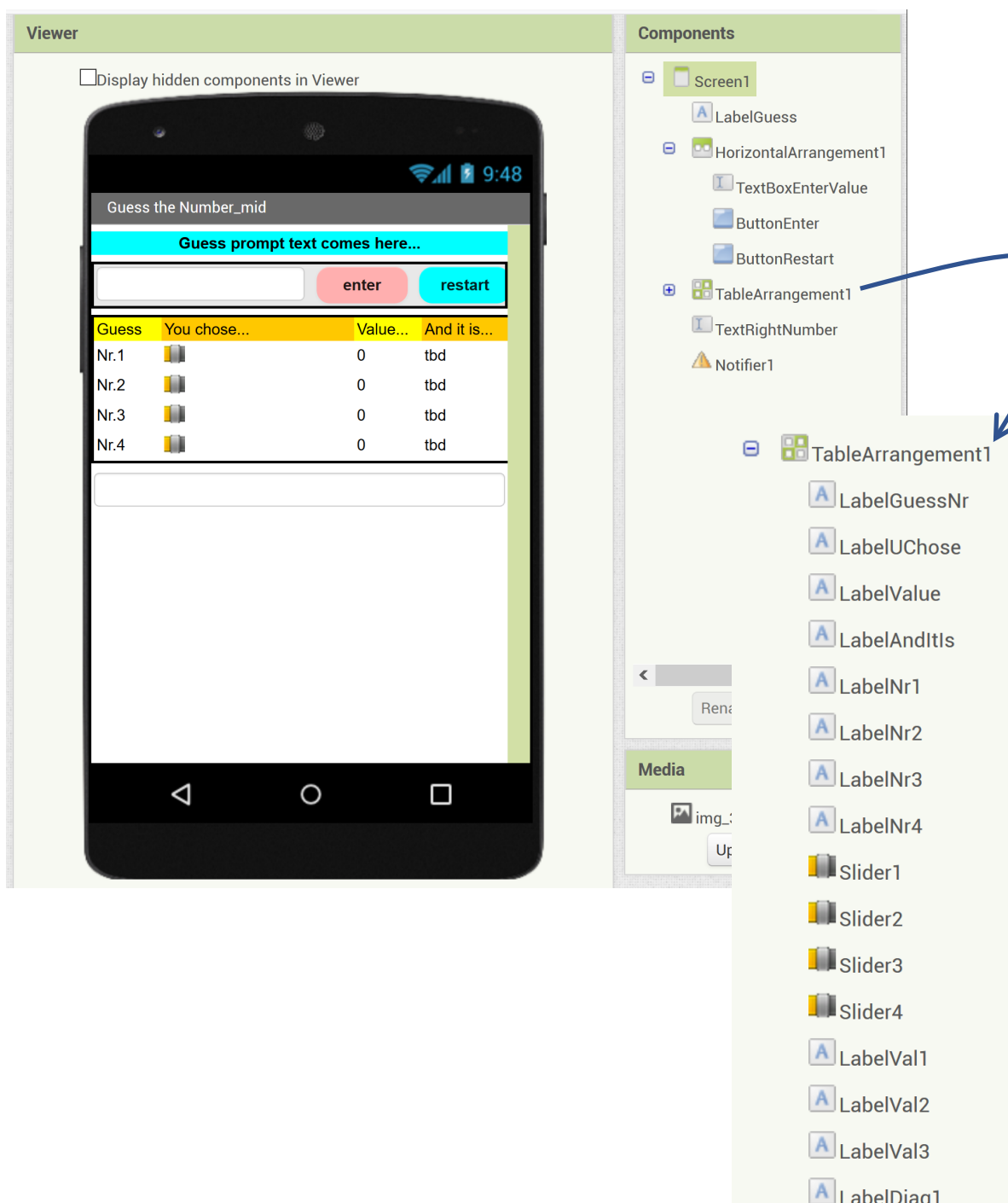
- Unlimited number of guesses.
- User feedback (too high, too low, right) with notifier.
- Restart button, renew random number to be guessed.



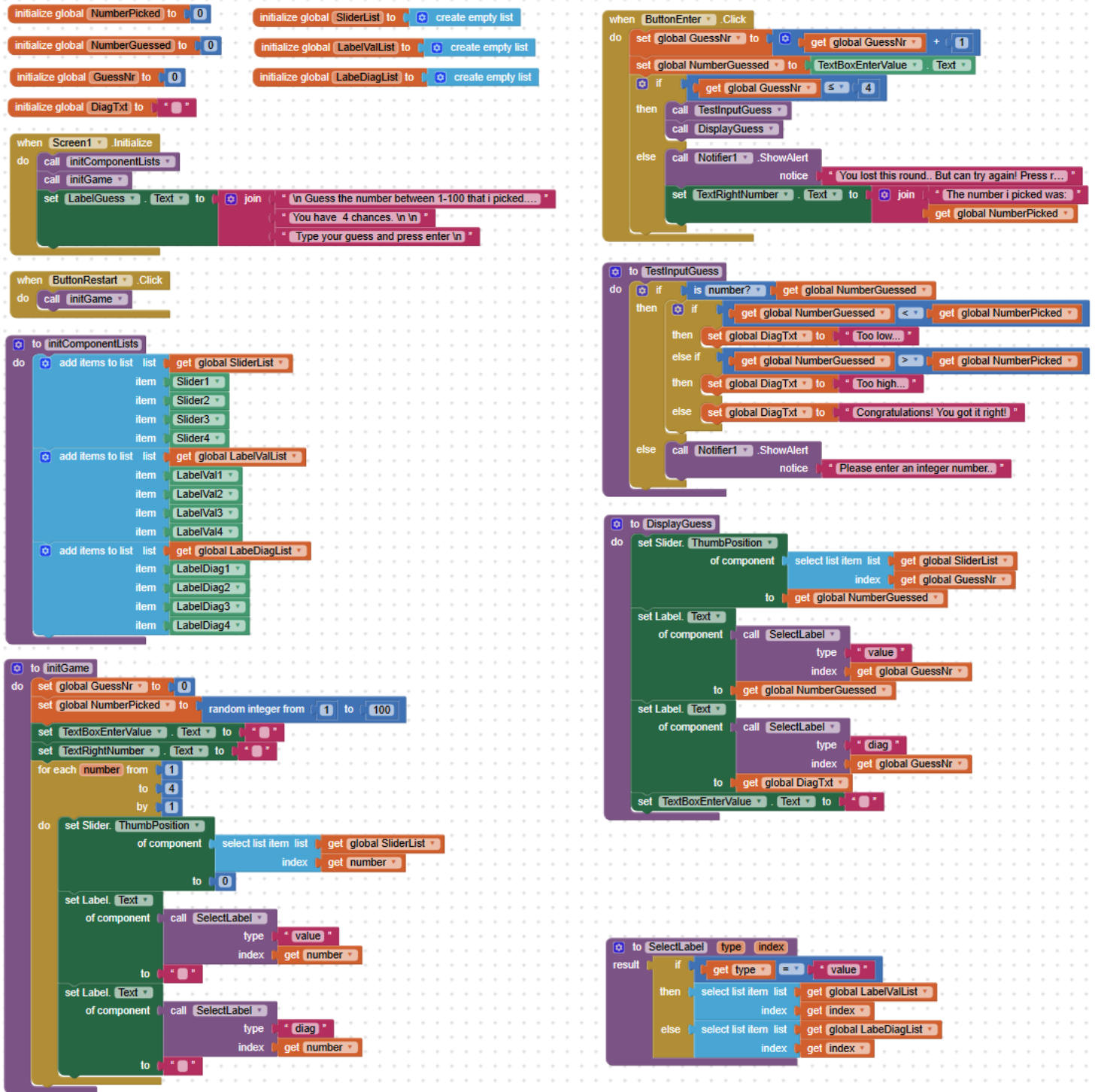
Variation-2: Mid-Complex. Half-Brute-Force with Any-Component

Characteristics:

- Limited and fixed number of guesses. Visualisation with table.
- Initialisation procedure.
- User feedback with slider.
- Labels and sliders blocks are “any-component” blocks, addressed within loop.
- Interesting to introduce lists and indexing.
- Restart button, renew random number to be guessed.



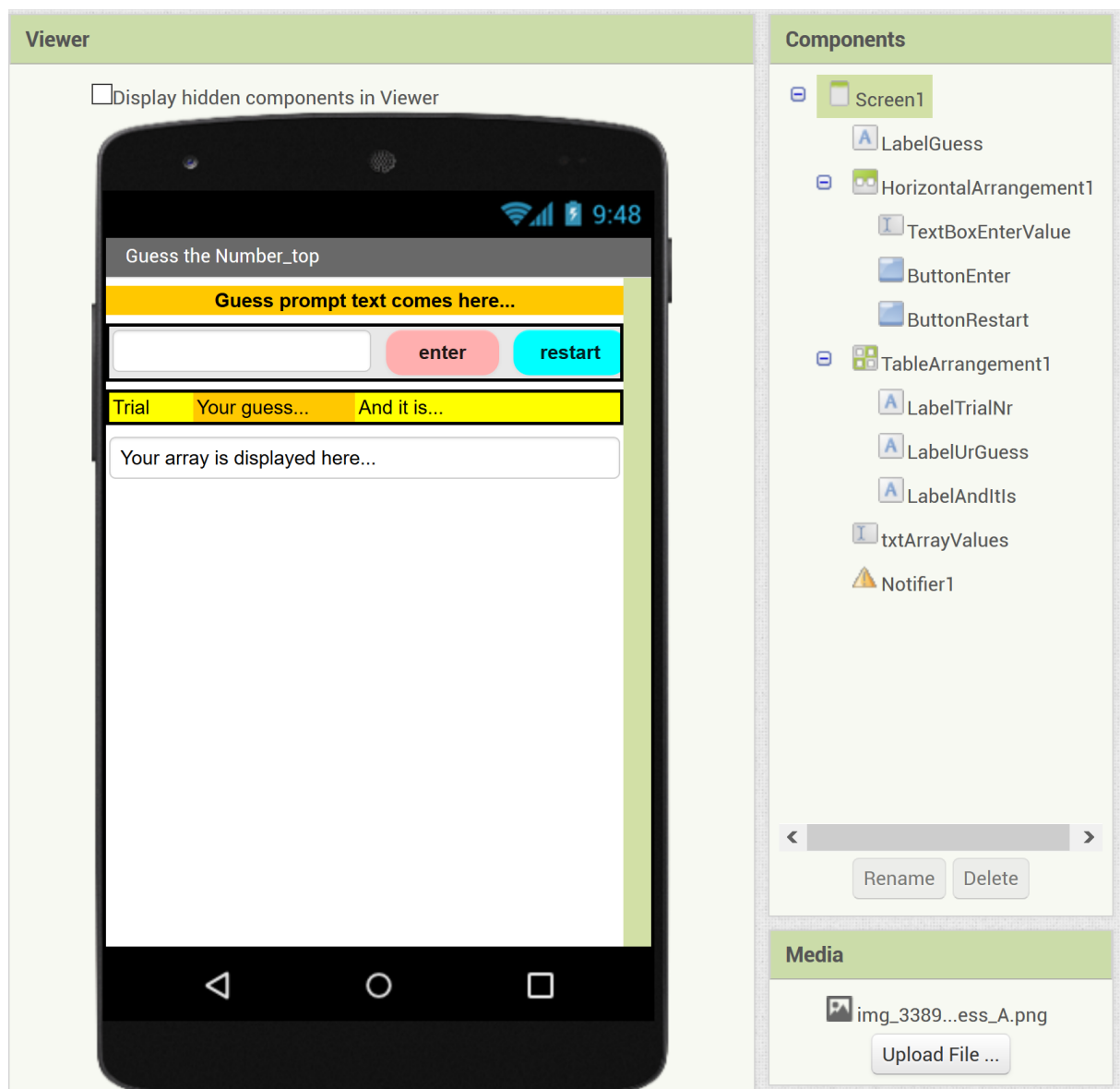
Variation 2- Code



Variation 3: Mid-high-Complex. Resizable Lists to select number of guesses

Characteristics:

- Number of guesses defined in global constant, and can be easily changed, without requiring any further changes in code.
- Extensive use of procedures. Nice example for “divide and conquer”. But since code is flat in AI2, it gets large for a single screen.



Variation 3 : Code Part 1/3

```

initialize global ArraySize to 7

initialize global ArrayValue to create empty list

initialize global ArrayDiag to create empty list

when Screen1.Initialize
do
  call initGame
  set LabelGuess.Text to join
  " \n Guess the number between 1-100 that i picked.... "
  " You have "
  get global ArraySize
  " chances. \n \n "
  " Type your guess and press enter \n "

when ButtonRestart.Click
do
  call initGame

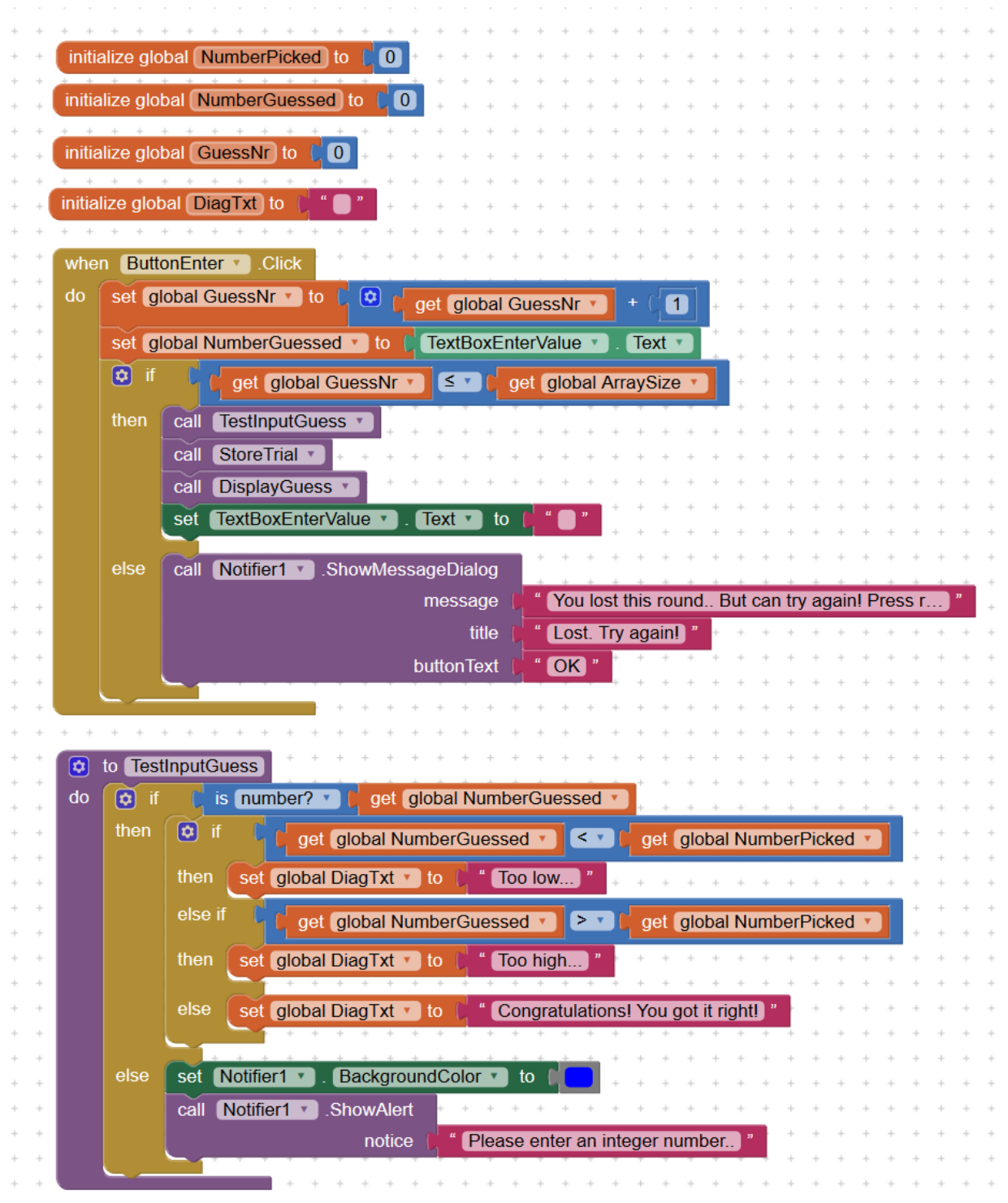
to initGame
do
  set global GuessNr to 0
  set global NumberPicked to random integer from 1 to 100
  set TextBoxEnterValue.Text to ""
  set global ArrayValue to create empty list
  set global ArrayDiag to create empty list
  for each index from 1
    to get global ArraySize
    by 1
  do
    add items to list list get global ArrayValue
    item ""
    add items to list list get global ArrayDiag
    item ""
  call txtArrayValues.HideKeyboard
  set txtArrayValues.Text to ""

to SetArray array index value
do
  replace list item list get array
  index get index
  replacement get value

to GetArray array index
result select list item list get array
  index get index

```


Variation 3 : Code Part 2/3



Variation 3 : Code Part 3/3

