**GuessGame**

**Directions:** This program uses the <cmath>’s random functions, a while loop, and multiple if-else statements to create a guessing game. The computer will use the *rand()* function to think of a random number between 1 and 100. The user of the program will have to guess the correct number, but the computer will provide hints.

Use the following guidelines for the end printout:

Guesses:

0 – 3 : “Well Done!”

4 – 6 : “Not Bad.”

7 or higher: “Your guessing needs improvement. “

A sample printout:

