CISC 1110

Write a complete C++ program, including a good comment at the top, to play a simple guessing game with the user of your program.

Your program begins by describing the rules of the game.

Then, when playing begins, the program will come up with a number between 0 and 100, and the user will try to guess that number. Each time the user guesses, the program will tell the user whether the target number is higher or lower than the guess (but no further information is given). When the user eventually guesses the actual number, the program should let the user know, and also display the number of guesses that the user needed.

To simulate a random guess, you should generate a random number using rand() from the <cstdlib> library. You should read about how to use rand, and how to seed the random number generator using the current time so that each time the program runs you get different results.

Sample Run:

```
Hello, are you ready to play the hi-lo game? ……. [include
instructions]

I am thinking of a number between 0 and 100.
Enter a guess: 87
Nope! My number is lower than 87.
Enter a guess: 45
No, my number is higher than 45.
Enter a guess: 55
Wow! You won in 3 guesses!
```

OPTIONAL:
Put a loop into the program so that the user can play as many times as he/she wants until the user is ready to quit.