

Programme de jeu

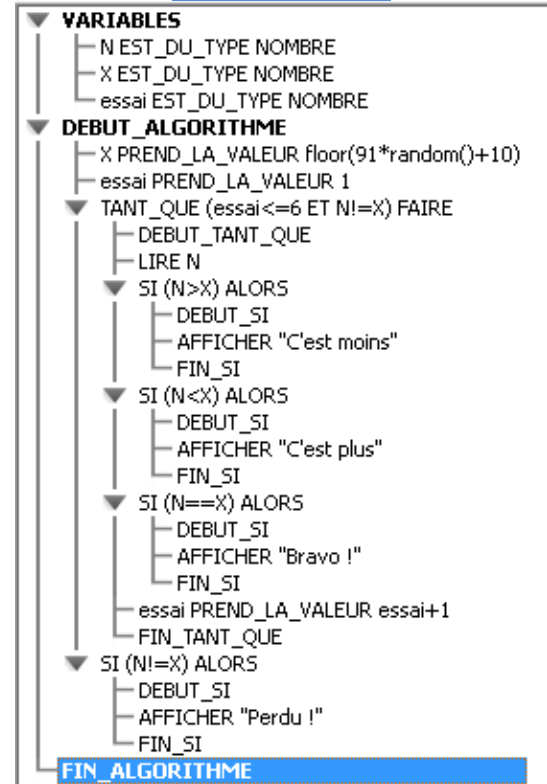
Xcas

```
prog_jeu() := {  
  local N,X,Essai;  
  X := floor(91*rand(0,1)+10);  
  Essai:=1;  
  tantque (Essai<=6) et (N!=X) faire  
    saisir(N);  
    si N>X alors  
      print("C'est moins");  
    fsi  
    si N<X alors  
      print("C'est plus");  
    fsi  
    si N==X alors  
      print("Bravo");  
    fsi  
    Essai:=Essai+1;  
  ftantque  
  si N!=X alors  
    print("Perdu");  
  fsi  
}
```

CASIO

```
=====PROGJEU =====  
Int (91×Ran# +10)→X  
1→E  
While E≤6 And N≠X  
  "NOMBRE CHOISI"→N  
  If N>X  
    Then  
      "MOINS"  
    Else  
      IfEnd  
      If N<X  
        Then  
          "PLUS"  
        Else  
          IfEnd  
          If N=X  
            Then  
              "BRAVO"  
            Else  
              IfEnd  
              E+1→E  
            WhileEnd  
            If N≠X  
              Then  
                "PERDU"  
              IfEnd  
            End  
          End  
        End  
      End  
    End  
  End  
End
```

ALGOBOX



TEXAS

```
PROGRAM:PROGJEU  
:entAléat(10,100  
:→X  
:1→E  
:While E≤6 et N≠  
X  
:Input "NOMBRE C  
HOISI ",N  
:If N>X  
:Then  
:Disp "MOINS"  
:End  
:If N<X  
:Then  
:Disp "PLUS"  
:End  
:If N=X  
:Then  
:Disp "BRAVO"  
:End  
:E+1→E  
:End  
:If N≠X  
:Then  
:Disp "PERDU"  
:End
```