
CS3 GUESSING GAME

There's a game called the number guessing game. It goes like this: "I am thinking of a number between 1 and 100. Guess, and I'll tell you if you're *too high*, *too low*, or *on the money*."

```
> (game 50)
(too low)
> (game 92)
(too high)
> (game 90)
(on the money)
```

Writing such a program for a single number isn't too bad. Instead, let's write a program that *makes* these sort of games. We'd like to write a function, `make-game`, that works like this:

```
> (define game1 (make-game 90))

> (game1 50)
(too low)

> (define game2 (make-game 72))
> (game2 72)
(on the money)

> ((make-game 14) 31)
(too high)
```