

Run the command `handin --checkout a3` from your home directory to checkout the assignment. Edit the guessing game project so that when a game is completed, the user is prompted to play again. If the user enters a string that begins with an `n`, the program will print a farewell message and end. If any other input is used, the game will start over from the beginning. See below for an example of how the program should behave.

```
> ./guess-game 1 0 100
Enter an integer between 0 and 100: 5
You lose. The answer was 53.
Would you like to play again? y

Enter an integer between 0 and 100: 18
You lose. The answer was 29.
Would you like to play again? n
Goodbye.
```

BONUS: Encapsulate the game playing logic within a function called `guess_game`. This function should take the answer of the game as an argument, and return a 1 if the player won the game, and a -1 if the player lost the game. This will simplify the main function to just reading the command line arguments, then playing the game on a loop. See below for how the function should be defined.

```
int guess_game(int answer)
{
    // --> Game logic goes here <--
}
```