3 A student has been asked to create a simple guessing game program. This program will generate a random integer value between 1 and 100. It will then repeatedly prompt the user to input an integer value until they input the randomly generated value.

The student has written a structured English description:

step 1 – randomly generate an integer value between 1 and 100 inclusive
step 2 – prompt the user to input an integer value
step 3 – output an appropriate message if the value input was too high; then repeat from **step 2**
step 4 – output an appropriate message if the value input was too low; then repeat from **step 2**
step 5 – output an appropriate message if the value input was the same value that was randomly generated; then end the program.

Write a pseudocode algorithm from this structured English description.

Assume no input validation is needed.

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