

```

import javax.swing.JOptionPane;
/**
 * @author: adam_j_schachte
 * 1st and 2nd Period
 * @date: 11/17/11 (v2 Completed 1/5/12)
 * @purpose: Make a Java program that makes a random number for
 *           the user to guess. Uses JOptionPane. Version 2 goes past 2,000.
 */
public class GuessaNumber{
    static int Random=0;
    static int Flag=1; //One means false.
    static int Entry=0;
    static int WinCount=0;
    static int i=-1; //For a cheat code.
    static String Message1="I'm thinking of a number between 0 and 100.\n" +
        "What do you think it is?";
    public static void PrintRandom(){
        System.out.print(Random);
    } //end of PrintRandom method.
    public static void generator2(){
        Random=(int)(Math.random()*100);
    } //end of generator2 method.
    public static void generator3(){
        Random=(int)(Math.random()*(2*((WinCount*WinCount)+1)*100));
    } //end of generator3 method.
    public static void PlayGamev2(){ //Game that is used.
        generator2();
        while ((Flag==1) && (WinCount<=2)){
            Entry=Integer.parseInt(JOptionPane.showInputDialog(null, Message1,
                "Guess", JOptionPane.INFORMATION_MESSAGE));
            if (Entry==Random){
                Entry=Integer.parseInt(JOptionPane.showInputDialog(null,
                    "Wanna play again? If so, press 3",
                    "You won! The random number was "+Random+"!",
                    JOptionPane.INFORMATION_MESSAGE));
                WinCount++;
                if (Entry==3){
                    Message1="I'm thinking of a number between 0 and 100.\n" +
                        "What do you think it is?";
                    generator2();
                    if (WinCount==3){
                        Flag=12;
                    } //end of if WinCount==3 statement.
                } //end of nested if Entry==3 statement.
                else if (Entry!=3){
                    JOptionPane.showMessageDialog(null,
                        "Thanks for playing!",
                        "", JOptionPane.INFORMATION_MESSAGE);
                    Flag=0;
                } //end of nested else statement.
            } //end of if Entry==Random statement.
            else if (Entry>Random){
                Message1="";
                if (Entry-30>Random){
                    Message1=Message1+"alot ";
                } //end of nested if Entry-30>Random statement.
                Message1=Message1+"lower than "+Entry+".";
            } //end of else if Entry>Random statement.
            else if (Entry<Random){
                Message1="";
                if (Entry+30<Random){
                    Message1=Message1+"alot ";
                } //end of nested if Entry+30<Random statement.
                Message1=Message1+"higher than "+Entry+".";
            } //end of else if Entry<Random statement.
        } //end of while Flag==1 loop.
        if ((WinCount>=3) && (Flag==12)){
            Flag=1;
            Message1="";
            JOptionPane.showMessageDialog(null,

```

```

        "I've had enough! If you think you're so great,\n" +
        "then I'll turn it up a notch! AH HA HA HA HA!!!",
        "Oh Snap!", JOptionPane.WARNING_MESSAGE);
    Message1="Guess the number between 0 and
"+(2*((WinCount*WinCount)+1)*100)+
    ", and be quick about it.";
    generator3();
    while (Flag==1){
        Entry=Integer.parseInt(JOptionPane.showInputDialog(null, Message1,
        "You can't win. 0 to
"+(2*((WinCount*WinCount)+1)*100)+".",
        , JOptionPane.WARNING_MESSAGE));
        if ((Entry==Random)|| (Entry==i)){
            WinCount++;
            if (WinCount>=10){
                Message1="";
                JOptionPane.showMessageDialog(null,
                "Ok. You beet me. We should play
again sometime.",
                "You won "+WinCount+" times.",
                JOptionPane.INFORMATION_MESSAGE);
                Flag=0;
            } //end of if WinCount<=10 statement.
            else {
                Entry=Integer.parseInt(JOptionPane.showInputDialog(null,
                "When you want to try again, press 3.
I won't go as easy on you.",
                "You won "+WinCount+" times. The
random number was "+Random+"!",
                , JOptionPane.INFORMATION_MESSAGE));
                if (Entry==3){
                    Message1="Guess the number between 0 and
"+(2*((WinCount*WinCount)+1)*100)+
                    ", and be quick about it.";
                    generator3();
                    if (WinCount==6){
                        Message1="Guess the number between 0
and "+
                        (2*((WinCount*WinCount)+1)*100)+".
There's no way you can beet me 10 times!";
                    } //end of if WinCount==6 statement.
                } //end of nested if Entry==3 statement.
                else if (Entry!=3){
                    JOptionPane.showMessageDialog(null,
                    "That was a good run. Thanks
for playing.",
                    "You won "+WinCount+"
times.", JOptionPane.INFORMATION_MESSAGE);
                    Flag=0;
                } //end of nested else if Entry does not equal 3
statement.
            } //end of else statement.
        } //end of if Entry==Random statement.
    } else if (Entry>Random){
        Message1="";
        if (Entry-10000000>Random){
            Message1=Message1+"More than 10,000,000 1";
        } //end of nested if Entry-10000000>Random statement.
        else if (Entry-1000000>Random){
            Message1=Message1+"More than 1,000,001 1";
        } //end of nested if Entry-1000000>Random statement.
        else if (Entry-100000>Random){
            Message1=Message1+"More than 100,001 1";
        } //end of nested if Entry-100000>Random statement.
        else if (Entry-10000>Random){
            Message1=Message1+"Between 100,000 and 10,001 1";
        } //end of nested if Entry-10000>Random statement.
        else if (Entry-1000>Random){
            Message1=Message1+"Between 10,000 and 1,001 1";
        } //end of nested if Entry-1000>Random statement.
    }

```

```

        else if (Entry-100>Random){
            Message1=Message1+"Between 1,000 and 101 l";
        }//end of nested if Entry-100>Random statement.
        else if (Entry-30>Random){
            Message1=Message1+"Between 100 and 31 l";
        }//end of nested else if Entry-30>Random statement.
        else {
            Message1=Message1+"L";
        }//end of nested else statement.
        Message1=Message1+"ower than "+Entry+".";
    }//end of else if Entry>Random statement.
    else if (Entry<Random){
        Message1="";
        if (Entry+10000000<Random){
            Message1=Message1+"More than 10,000,000 h";
        }//end of nested if Entry+10000000<Random statement.
        else if (Entry+1000000<Random){
            Message1=Message1+"Between 10,000,000 and 1,000,001
h";

        }//end of nested if Entry+1000000<Random statement.
        else if (Entry+100000<Random){
            Message1=Message1+"Between 1,000,000 and 100,001 h";
        }//end of nested if Entry+100000<Random statement.
        else if (Entry+10000<Random){
            Message1=Message1+"Between 100,000 and 10,001 h";
        }//end of nested if Entry+10000<Random statement.
        else if (Entry+1000<Random){
            Message1=Message1+"Between 10,000 and 1,001 h";
        }//end of nested if Entry+1000<Random statement.
        else if (Entry+100<Random){
            Message1=Message1+"Between 1,000 and 101 h";
        }//end of nested if Entry+100<Random statement.
        else if (Entry+30<Random){
            Message1=Message1+"Between 100 and 31 h";
        }//end of nested if Entry+30<Random statement.
        else {
            Message1=Message1+"H";
        }//end of nested else statement.
        Message1=Message1+"igher^ than "+Entry+".";
    }//end of else if Entry<Random statement.
} //end of while Flag==1 loop.
} //end of if WinCount>=3 statement.
System.exit(0);
} //end of PlayGamev2 method.
public static void main(String [] args){
    PlayGamev2();
} //end of main.
} //end of class.

```