

```

import javax.swing.JOptionPane;
/**
 * @author: adam_j_schachte
 * 1st and 2nd Period
 * @date: 11/17/11
 * @purpose: Make a Java program that makes a random number for
 *           the user to guess. Uses JOptionPane.
 */
public class GuessaNumber {
    static int Random=0;
    static int Flag=1; //One means false.
    static int Entry=0;
    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 PlayGame(){
        generator2();
        while (Flag==1){
            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));
                if (Entry==3){
                    Message1="I'm thinking of a number between 0 and 100.\n" +
                        "What do you think it is?";
                    generator2();
                } //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";
            } //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";
            } //end of else if Entry<Random statement.
        } //end of while Flag==1 loop.
        System.exit(0);
    } //end of PlayGame method.
    public static void main(String [] args){
        PlayGame();
    } //end of main.
} //end of class.

```