**import** javax.swing.JOptionPane;

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\* 1st and 2nd Period

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\* **@purpose**: Make a Java program that makes a random number for

\* the user to guess. Uses JOption Pane. Version 2 goes past 2,000.

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**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 l";

}//end of nested if Entry-10000000>Random statement.

**else** **if** (*Entry*-1000000>*Random*){

*Message1*=*Message1*+"More than 1,000,001 l";

}//end of nested if Entry-1000000>Random statement.

**else** **if** (*Entry*-100000>*Random*){

*Message1*=*Message1*+"More than 100,001 l";

}//end of nested if Entry-100000>Random statement.

**else** **if** (*Entry*-10000>*Random*){

*Message1*=*Message1*+"Between 100,000 and 10,001 l";

}//end of nested if Entry-10000>Random statement.

**else** **if** (*Entry*-1000>*Random*){

*Message1*=*Message1*+"Between 10,000 and 1,001 l";

}//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.