**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 JOption Pane.

\*/

**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.