

Reflection Log Guessing Game

```
Scanner userInput = new Scanner(System.in);

    // Determining a secret number by randomizing a number between 1 and 20

Random random = new Random();

// Generates a number between 1 and 20

int secretNumber = random.nextInt(20) + 1;

// Initialize the player's guess

int playerGuess = 0;

    // Loop until the player guesses the secret number
```

Similar to the other guessing game assignment in chapter 4, the program asks the user to enter a number from 1-20.

```
    // Loop until the player guesses the secret number
while (playerGuess != secretNumber) {

    // Prompt the player for a number between 1 and 20

    System.out.print("Guess a number between 1 and 20: ");

    playerGuess = userInput.nextInt();

    // Determine the result and display the appropriate message

    if (playerGuess == secretNumber) {
        System.out.println("You won!!!!!!");
    } else {

        System.out.println("Wrong, try again!");
    }

}
```

Once the user inputs a number, the program will tell you if you guessed it right or wrong. If you guessed correctly. The program will end with a "you won" message. However, if you guessed wrong, the system will give you a message of 'you're wrong' and give you an opportunity to guess again an infinite amount of times.