

At the beginning of the code i declared all my variables for simplicity sakes, using the knowledge I have from guessing game mastery in chapter 4 I had most of the code, I added a while loop for the infinite guesses. If the user guesses correctly then they will get a prompt saying they are correct and the loop will break, but if they are wrong then the while loop will loop back to asking them to inputting a number between 1-20 and the user has infinite guesses till they are correct.

```
16 public class guessinggamept2 {
17
18
19 public static void main(String[] args) {
20 Random random = new Random();
21 //delarations
22 int playerNumber = 0;
23 int secretNumber;
24 secretNumber = random.nextInt(20) + 1; // Generates a number between 1 and 20
25 Scanner userInput = new Scanner(System.in);
26 while(playerNumber != secretNumber)
27 {
28     System.out.println("Enter a number between 1 and 20: ");
29     playerNumber = userInput.nextInt();
30     if(playerNumber == secretNumber)
31     {
32         System.out.print("YOU WON");
33         break;
34     }
35     else
36     {
37         System.out.println("YOU LOSE!");
38     }
39 }
40
41
42 }
43 }
```