Number Guessing Game

Project report

Presented to: A&D TECH

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PROBLEM STATEMENT:

Create a number guessing game in Java where the user attempts to guess a randomly generated number between -100 and 50.

Solution Overview:

- **Random Number Generation**: Use `Random.nextInt()` to generate a random number between -100 and 50.
- **User Input**: Use `Scanner` to read the user's guesses.
- **Feedback Loop**: Provide feedback on whether the guess is too high, too low, or correct, and track the number of attempts.

Close Scanner:

This closes the `Scanner` object to prevent resource leaks.

Generate Random Number:

This creates a `Random` object and generates a random integer between -100 and 50.

Challenges and Resolutions:

- **Handling Edge Cases**: Ensured the random number generation covers the entire range from -100 to 50.
- **User Input Validation**: Implemented error handling to manage non-integer inputs.

Additional Information:

- The `Random` class is used to generate the secret number within the specified range.
- The `Scanner` class is used for reading user input.
- The program keeps running until the user guesses the correct number, providing continuous feedback after each guess.

Github link: https://github.com/BhavneshDeep/A-D-INTERNSHIP.git

linkedIn link: https://www.linkedin.com/posts/bhavneshdeep_java-coding-programming-activity-7215799591718297602-4zcX?utm_source=share&utm_medium=member_desktop