

# ReflectionLog: GuessingGame

Youdis

```
import java.util.Scanner;
import java.lang.Math;
public class Test
{
    Run | Debug
    public static void main(String args[])
    {
        //getting ready to record inputs
        Scanner Input = new Scanner(System.in);
```

Imported scanner and math and then created to scanner to get ready for user inputs

```
        Scanner Input = new Scanner(System.in);
        //declaring variables
        double computerNum;
        int userNum;
```

Declared variables for number computer generates and users answer

```
int userNum;
//prompting to enter number between 1 and 20
System.out.print(s:"Please enter a number between 1 and 20: ");
//recording user answer to what was prompted
userNum = Input.nextInt();
```

Prompt user to answer then type in there answer and store it in previously declared variable

```
//generating random number
computerNum = (int)((20 - 1 + 1) * Math.random() + 1);
//outputting both computers random number and number user inputted
System.out.println("Computers's number: " + (int)computerNum);
System.out.println("Player's number: " + userNum);
```

Output both users and computers number

```
//checking if computer number is the same as the random number from computer
if (userNum == (int)computerNum){
    //if both numbers are the same then output you win
    System.out.println(x:"You Won!");}
else {
    //if not output better luck next time
    System.out.println(x:"Better luck next time.");}
```

Then Will compare users answer to computers number to determine whether user won or not