

ReflectionLog: GuessingGame2

Youdis

```
package Mastery;

import java.util.Scanner;

public class GuessingGame2 {

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        //getting ready to record inputs
        Scanner Input = new Scanner(System.in);
        //declaring variables
        double computerNum;
        int userNum;
        boolean correct = false;
```

Creating scanner object to record inputs and declaring needed variables

```
//generating random number
computerNum = (int)((20 - 1 + 1) * Math.random() + 1);
```

Generating random number between 20 and 1

```
while (!(correct)){
    //prompting to enter number between 1 and 20
    System.out.print("Please enter a number between 1 and 20: ");
    //recording user answer to what was prompted
    userNum = Input.nextInt();
    //checking if user guessed right
    if (userNum == computerNum) {
        // if right then will output a you won message and break out of loop
        correct = true;
        System.out.println("You won!");
        break;}
    else {
        // if false user will be asked to try again and loop will repeat
        System.out.println("Try again");}
```

While the variable correct is false this while loop will run prompting the user to enter a number between 1 and 20. If the number is equal to the random number generated before then it will output you won to the user and break out of the loop, if not then it will output to try again and the loop will run again.