ErrorLog: GuessingGame2

Youdis

```
package Mastery;
  3 import java.util.Scanner;
  5 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);
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               //declaring variables
               double computerNum;
               int userNum:
               Boolean correct = false:
             //generating random number
                computerNum = (int)((20 - 1 + 1) * Math.random() + 1);
//This will run a loop of letting the user answer again infinitely until they get the right answer
               while (!(correct)){
                   //prompting to enter number between 1 and 20
                    System.out.println("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 go again.
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          }
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 37 }
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                                                                               GuessingGame2 [Java Application] C:\Program Files\Eclipse\eclipse\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_21.0.3.v20240426-1530\jre\l
Try again
Please enter a number between 1 and 20:
Try again
Please enter a number between 1 and 20:
Try again
Please enter a number between 1 and 20:
Trv again
Please enter a number between 1 and 20:
```

When a user enters a number the number is entered below the prompt making it look ugly and weird as the prompt has a semi colon to indicate the number should be written right in front of it.

```
1 package Mastery;
  3 import java.util.Scanner;
  5 public class GuessingGame2 {
7⊝
        public static void main(String[] args) {
           // TODO Auto-generated method stub
  9
               //getting ready to record inputs
10
             Scanner Input = new Scanner(System.in);
 11
             //declaring variables
 12
             double computerNum;
 13
              int userNum;
 14
              Boolean correct = false;
 15
           //generating random number
             computerNum = (int)((20 - 1 + 1) * Math.random() + 1);
 16
 17
               //This will run a loop of letting the user answer again infinitely until they get the right answer
 18
              while (!(correct)){
 19
                  //prompting to enter number between 1 and 20
 20
                 System.out.print("Please enter a number between 1 and 20: ");
 21
                 //recording user answer to what was prompted
 22
                  userNum = Input.nextInt();
 23
                   //checking if user guessed right
 24
                   if (userNum == computerNum) {
 25
26
                       // if right then will output a you won message and break out of loop
                       correct = true;
 27
                      System.out.println("You won!");
 28
                      break;}
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                  else {
    // if false user will be asked to try again and loop will go again.
 31
                       System.out.println("Try again");}
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              }
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 35
        }
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 37 }
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🥷 Problems @ Javadoc 📵 Declaration 📮 Console 🗶 📩 Git Staging
                                                                        GuessingGame2 [Java Application] C:\Program Files\Eclipse\eclipse\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_21.0.3.v20240426-1530\jrc
Please enter a number between 1 and 20: 20
Try again
Please enter a number between 1 and 20: 12
Try again
Please enter a number between 1 and 20: 13
Try again
Please enter a number between 1 and 20: 14
Trv again
Please enter a number between 1 and 20:
```

Replaced println with just print on line 20 which let the user enter the number next to the prompt rather than the bottom because println creates a new line.