Error Logs - GuessingGame [Mastery]

I HAD NO ERRORS THROUGHOUT THIS CODE

```java
package Mastery;

import java.util.Random;

public class GuessingGame {

    public static void main(String[] args) {
        // TODO Auto-generated method stub

        //Preparing for user input
        Scanner input = new Scanner(System.in);

        //Create a variable to generate random numbers later
        Random random = new Random();

        //Declaration (for numbers)
        int secretNum, guess;

        secretNum = random.nextInt(20) + 1; //gets a random numb

        System.out.print("Enter a number between 1 and 20: "); /
        guess = input.nextInt(); //input guess number

        System.out.println("Computer Number: " + secretNum); //D
        System.out.println("Player Number: " + guess); //Display

        if (secretNum == guess) //Check if the user number and
        {
            System.out.println("You won"); //if they are the sam
        }
        else //happens only if secretNum != guess
        {
            System.out.println("Better luck next time."); //if
        }


    }

}
```