Reflection Log - GuessingGame[Mastery]

```java
package Mastery;

import java.util.Random;
import java.util.Scanner;

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 number between 1 and 20

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

So far I have prepared for user input and added a variable that will allow me to generate random numbers. Then I added a secretNum variable and a Guess variable. The secretNum variable will store the computer's random number while the guess will be the user's guess.

```java
System.out.println("Computer Number: " + secretNum); //Display the computer chosen number
System.out.println("Player Number: " + guess); //Display the users number

if (secretNum == guess) //Check if the user number and computer number are the same
{
    System.out.println("You won"); //if they are the same, than the user wins
}
else //happens only if secretNum != guess
{
    System.out.println("Better luck next time."); //if they are not the same, the user doesn't win
}
```

To finish off the code I display the computer and users number, and compare them. If they are the same then the user ones, otherwise the user loses.