

Error Log - GuessingGame[Mastery]

I HAD NO ERRORS THROUGHOUT THE CODE

```
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;
        int guess = 0; //Initializes guess so it is usable for while loop

        secretNum = random.nextInt(20) + 1; //gets a random number between 1 and 20

        while (guess != secretNum)
        {
            System.out.print("Enter a number between 1 and 20: "); //prompt user to enter
            guess = input.nextInt(); //input guess number
            if (guess != secretNum) //if user guess is NOT same as random number
            {
                System.out.println("Try again"); //Print this
                System.out.println(" "); //Space for clarity, and then loops back to the b
            }
            else //if user guess IS same as random number
            {
                System.out.println("");
                System.out.println("The random number was " + secretNum + ", good job.");
                break; //Breaks out of the loop and game ends
            }
        }
    }
}
```