

ReflectionLogs - GuessingGame [Mastery]

```
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 num

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

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

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

So far I copy pasted my code from the chapter 4 mastery and am going to build on what I have so far.

```
int secretNum;  
int guess = 0;  
  
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)  
    {  
        System.out.println("Try again");  
        System.out.println(" ");  
    }  
    else  
    {  
        System.out.println("");  
        System.out.println("The random number was " + secretNum + ", good job.");  
        break;  
    }  
}
```

I initialized the variable guess for the while loop to properly work. I kept the operation to get the random number the exact same, and just added a while loop which will check if the guess is not the same as secretNum. When the while loop runs (it will run no matter what because of the initialization of guess from earlier), the user has to input a number, and until the user's guess is the same as the randomly generated number it will keep looping.