GuessingGame Part:A Mastery ReflectionLog

This program was completed in one session, with little changes along the way. The general format is as follows: Declares guess, program generates number from 1 - 20, While the guess doesn't equal the number prompt for a guess, if the guess is correct print win statement, otherwise prompt for a new guess.

```java
package Mastery;

import java.util.Scanner;

public class GuessingGamePartA {

    public static void main(String[] args) {

        //Declaration
        int user = 0;

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

        //Calculates random number
        int num = (int)((20 - 1 + 1) * Math.random() + 1);

        //Loops guess prompt while the guess doesn't equal the correct answer
        while (user != num) {
            //Prompt and record user input
            System.out.print("Enter a number between 1 and 20: ");
            user = userInput.nextInt();
            //Checks if they are the same number
            if (user == num) {
                //Prints win statement
                System.out.println("You won!");
            } else {
                //Prints incorrect statement
                System.out.println("Try again.");
            }
        }

    }

}
```