

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

// This is a spin-off of the Hi-Lo code, so it has some extra features that is not part of the requirements.

```
public class GuessANumber {

    public static void main(String[] args) {
        boolean playAgain = true;
        Scanner myboi = new Scanner(System.in);
        while (playAgain) {
            System.out.println("Welcome to Guess A Number.");
            System.out.println("If you would like to quit the game at any time, just
enter anything invalid (Examples: '-23', 'I don't wanna play anymore!').");
            boolean quit = false;
            int user_guess = -37;
            Random myboi2 = new Random();
            int answer = myboi2.nextInt(20) + 1;
            while (!quit) {
                System.out.println("Guess a number between 1 and 20.");
                try {
                    user_guess = myboi.nextInt();
                }
                catch (Exception e) {
                    quit = true;
                    System.out.println("You have quit the game.");
                    break;
                }
                if (user_guess <= 0 || user_guess > 20) {
                    quit = true;
                    System.out.println("You have quit the game.");
                }
                else if (user_guess != answer) {
                    System.out.println("Wrong! Try again!");
                }
                else if (user_guess == answer) {
                    System.out.println("Correct! Good Job!");
                    quit = true;
                }
            }
            System.out.println("Would you like to play again? y/n?");
            myboi.nextLine();
            String user_playAgain = myboi.nextLine();
        }
    }
}
```

```
        if (user_playAgain.equals("y")) {
            playAgain = true;
        }
        else {
            playAgain = false;
            System.out.println("Ok cool, bye.");
        }
    }
    myboi.close();
}
```