CS151 Spring 2020

Project 5

Hi-Lo guessing game

Do programming project 5.4 on page 250 of the textbookwa. Design and implement a program that plays the Hi-Lo guessing game.

The program picks a random integer between 1 and 100 (inclusive) then repeatedly prompts the user to guess the number. For each guess, the program reports if the guess is correct, high, or low. It continues accepting guesses until the user guesses correctly or types -1 to quit.

At the end of each game (by quitting or a correct guess), prompt to determine whether the user wants to play again.

Enter your guess (-1 to quit): 50

Sorry, the number you entered is lower than my number. Enter your guess (-1 to quit): 75

Sorry, the number you entered is higher than my number. Enter your guess (-1 to quit): 64

Sorry, the number you entered is lower than my number. Enter your guess (-1 to quit): 69

Congratulations! You guessed my number in 4 guesses.

Would you like to play again? (y/n)? y

Enter your guess (-1 to quit): 50

Sorry, the number you entered is lower than my number. Enter your guess (-1 to quit): 75

Sorry, the number you entered is higher than my number. Enter your guess (-1 to quit): 64

Sorry, the number you entered is lower than my number. Enter your guess (-1 to quit): 69

Sorry, the number you entered is higher than my number. Enter your guess (-1 to quit): 67

Sorry, the number you entered is lower than my number. Enter your guess (-1 to quit): 68

Congratulations! You guessed my number in 6 guesses.

Would you like to play again? (y/n)? n

Thanks for playing! Bye!

Random numbers are discussed on page 112 of the text, which has an example program. Also, look at the program Guessing.java on page 206 for another example.

Follow instruction for the previous projects.