**Initialize variables:**

Int answer;

Int guess;

Int some loop control variable

boolean playing= true; (while loop control)

Int max=100

String cont; (used to check for continues)

Int max=5;

Int min=5;

Int prevmax;

Int prevmin;

Int tries=0;

**Setup:**

Scanner;

Generator;

Ask the user what type they want to play

Scan it

If type 1

answer=gen.nextint(max)+1

While playing is true

tries++;

guess=int converted (max+min)/2

print(ai’s guess)

If guess == answer

print(Ai guessed it)

print(would you like to play again? Press y or n)

Scan the next

If its y

Reset all necessary vars to initial state

answer=gen.nextint(max)+1

Continue loop

If its n

Set playing to false

print(some sort of end message)

If guess > answer

min=prevmin;

max=guess-1;

prevmax=max;

prevmin=min;

If guess < answer

print(Ai was too high)

min=guess+1;

max=prevmax;

prevmax=max;

prevmin=min;

If type 2

answer=gen.nextint(max)+1

While playing is true

tries++;

guess=gen.nextint(max+1-min)+min <-generator I devised

print(ai’s guess)

If guess == answer

print(Ai guessed it)

print(would you like to play again? Press y or n)

Scan the next

If its y

Reset all necessary vars to initial state

answer=gen.nextint(max)+1

Continue loop

If its n

Set playing to false

print(some sort of end message)

If guess > answer

min=prevmin;

max=guess-1;

prevmax=max;

prevmin=min;

If guess < answer

print(Ai was too high)

min=guess+1;

max=prevmax;

prevmax=max;

prevmin=min;