

```

while (X1 != 0)
{
    if (X1 == X)
    {
        System.out.println("You got the number correct!");
        break;
    } else {
        System.out.println("You've guessed it incorrectly. Please try again.");
    }
}

System.out.println("Game Over!");
}

```

Needed to add a hint and have the loop have the ability to keep the random generated number as well as make a new random generated number and make a new one ever time the loop end by saying (game over).

```

while (X1 != 0)
{
    if (X1 == X)
    {
        System.out.println("You got the number correct!");
        break;
    } else {
        System.out.println("You've guessed it incorrectly. Please try again.");
    }

    System.out.println("Please guess the number, hint it is between 1-20 : ");

    X1 = userInput.nextInt();
}

System.out.println("Game Over!");
}

```