

```
int secretNumber = new Random().nextInt(20) + 1;
```

New Random() creates a new instance of the Random class.

nextInt(20) generates a random integer between 0 and 19.

Adding 1 shifts the range to be between 1 and 20, so the secret number will be a random number from 1 to 20.

```
System.out.print("Guess a number between 1 and 20: ");  
int playerGuess = new Scanner(System.in).nextInt();
```

This displays a message asking the user to guess a number within the specified range. creates a new Scanner object to read input from the console reads the next integer entered by the user and stores it in the variable.

```
int playerGuess = new Scanner(System.in).nextInt();  
  
System.out.println("Your guess: " + playerGuess);  
System.out.println("Secret number: " + secretNumber);  
System.out.println(playerGuess == secretNumber ? "You won!" : "Better luck next time.");  
}  
}
```

This prints the number the user guessed, so they can see what they entered. prints the randomly generated number that the user was trying to guess. If they are equal, it prints "You won!". If not, it prints "Better luck next time."