

```

package Mastery;

import java.util.*;

public class GuessingGame {

    public static void main(String[] args) {

        Scanner userInput = new Scanner(System.in);
        Random rand = new Random();

        //Variable initialization
        int secret_number;
        int user_guess;

        //Secret number generation
        secret_number = rand.nextInt(20 - 1 + 1) + 1;

        //User input
        System.out.print("Guess a number between 1 and 20: ");
        user_guess = userInput.nextInt();

        //output and logic
        System.out.println("The number was: " + secret_number);
        System.out.println("You guessed: " + user_guess);
        if (secret_number == user_guess) {
            System.out.print("You won!");
        } else {
            System.out.print("Better luck next time.");
        }
    }
}

```

The code functioned as planned, with no changes necessary.