Credit Name: CSE 2140 2nd Language Programming
Assignment Name: MathTutor Mastery Project

How has your program changed from planning to coding to now? Please explain?

-   During the **planning**, the basis of the project was clear; generate a random number between 1 and 20, prompt the user to guess a number in that range, compare their guess to the secret number, and display a win or a loss message.

-   During **coding**, I encountered a small issue with the random number generation. I initially used `random.nextInt(20)` which incorrectly generated numbers between 0 and 19. I realized I needed to shift the range by adding `+1` to make it from 1 to 20.

```
int secretNumber = random.nextInt(20);
```

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

-   By **now**, the program functions as expected. It smoothly handles the secret number generation, comparison, and output messages, with the small error of range handling corrected.