

Credit Name: CSE 2110 Procedura; Programming 1

Assignment Name: Guessing Game Mastery Project

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

In my planning, I realized the program's design involved setting a secret number and having the user guess it. I planned to use a random number generator for the secret number but decided it'd be better to use a **fixed number (15)** to keep the logic simple during development and testing. While coding, I decided to use a **do-while** loop, which allows unlimited guesses until the correct number is entered. The program works as expected. It prompts the user to guess the secret number, provides feedback if the guess is too high or low, and congratulates them when they guess correctly.

```
int secretNumber = 15; // You can set this to any number between 1 and 20 or randomize it if needed
int guess;

System.out.println("Guess a number between 1 and 20:");

do {
    System.out.print("Enter your guess: ");
    guess = scanner.nextInt();

    if (guess < secretNumber) {
        System.out.println("Try again. Your guess is too low.");
    } else if (guess > secretNumber) {
        System.out.println("Try again. Your guess is too high.");
    } else {
        System.out.println("You won!");
    }
} while (guess != secretNumber);
```