

highlow.java

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/*
Class: Simple Game Project - Hi-Lo
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*/

import java.awt.*;

import BreezyGUI.*;

public class highlow extends GBFrame
{
    // Instance Variables (the window components)
    private Label guessLabel;
    private Label computerLabel2;
    private IntegerField computerField2;
    private IntegerField guessField;
    private Button checkButton;
    private static TextArea outputArea;
    private TextArea primeArea;
    private Button giveupButton;
    private IntegerField giveupField;
    private Label giveupLabel;
    private Button toohighButton;
    private Button toolowButton;
    private Button startButton;
    private Label game1Label;
    private Label game2Label;

    public highlow()
    {
        guessLabel = addLabel("Your Guess",7,1,1,1);
        guessField = addIntegerField(0,8,2,1,1);
        checkButton = addButton("Check",5,1,1,1);
        outputArea = addTextArea("",9,1,5,3);
        giveupButton = addButton("Give Up",5,2,1,1);
        toohighButton = addButton("Too High",3,2,1,1);
    }
}
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toolowButton = addButton("Too Low",3,3,1,1);
startButton = addButton("Start",3,1,1,1);
game1Label = addLabel("Computer guesses your #",2,1,1,1);
game2Label = addLabel("You guess the #",4,1,1,1);

}

int random = (int)(Math.random()*100+1);
int upper = 100;
int lower = 1;
int start = 50;

public void buttonClicked(Button buttonObj)
{
    if(buttonObj == checkButton)
    {
        int n = guessField.getNumber();
        if(n > random)
        {
            outputArea.append("Too High: " + n + "\n");
        }
        else if(n < random)
        {
            outputArea.append("Too Low: " + n + "\n");
        }
        else if( n == random)
        {
            outputArea.append("Congrats!! The Correct answer was "
+ ""+random+" " + "\n");
        }
    }
    if(buttonObj == giveupButton)
    {
        outputArea.append("The correct answer is " + ""+random+" "
+ "\n");
    }

    if(buttonObj == toohighButton)
    {
        upper = start;
    }
}
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        start = ((upper - lower)/2) + lower;
        outputArea.append("Is it " + ""+start+"" + "?" + "\n");
    }

    if(buttonObj == toolowButton)
    {
        lower = start;
        start = ((upper - lower)/2) + lower;
        outputArea.append("Is it " + ""+start+"" + "?" + "\n");
    }
    if(buttonObj == startButton)
    {
        outputArea.append("Is it " + ""+start+"" + "?" + "\n");
    }
}

public static void main(String[] args)
{
    highlow frm = new highlow();
    frm.setSize(325,400);
    frm.setVisible(true);
}
}
```