# Objective

Practice while loop and Random class

# Problem

Write a program that plays a guessing game with the user. The program should generate a random letter between a A and Z or a random number between a min and max value of the user’s choice. Then prompt the user repeatedly to guess the letter or a number. When the user gives a wrong guess then computer should hint the user if the correct answer is higher or lower than the guess. Once the user guesses it correctly, then your program should print a message indicating the number of guesses. Your program should allow multiple games to be played by the user.

# Extra features

(30 points)You are required to implement the extra methods. These methods must be implemented in a way that it generated the exact same prompts and similar output. The output will not be exactly the same as the given one since computer is generating random values.

# Requirements

You are required to implement the following methods

1. Main method: the required code for this method is provided
2. FunGame: This method has a loop allowing the game to be played multiple times. This method calls the other methods. Pseudocode is given in the shell.
3. playAgain: This method gets the user’s respond as YES/NO. As long as the user is not entering a correct answer it loops. Pseudocode is given in the shell.
4. introduction: This method displays an introduction to the game. You must create your own introduction. Choose a name for your computer.
5. letterGame: This method plays the letter game. Pseudocode is given in the shell
6. numberGuess: this method plays the number game. no Pseudocode is given for this method. You must create this method on your own. However, this method must work correctly to match the given output. Off course the picked numbers will not be match with the given output. The code is very similar to the numberGuess. You must use the same format that is given in the letterGame. Refer to the sample output to find out about the prompts.
7. useRespondLetter: This method asks the user to enter their guess which is a letter A-Z. as long as the user enters a letter out of the range, keep asking the user for a valid input. While loop is needed. Pseudocode is given in the shell.
8. userRespondNumber: This method gets a min and value and a Scanner object. Asks the user to enter a number between min and max. As long as the user is not entering a correct input, keeps asking for a valid input. This method is very similar to the userRespondLetter method and you must use the same formatting as given in the userRespondLetter. Refer to the sample output for the exact prompts.

# **Output**

Your code must play the game similar to the given output. Please refer to the output file.

# **Grade**

Your grade be based on the code you submitted, the output generated by your code. Rubric will be used.

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