Console.java

```
package RandNumberGuess;
import java.util.Scanner;;
/**
 * @author Larissa Perkins
 * MET CS 342 - Data Structures
* Homework #1
 * Last edited Jan 28, 2016
 */
public class Console {
   public static void main(String[] args) {
       //Instantiate the class, and the random number is generated
       RandGenerator rand = new RandGenerator();
       ValidateInput validCheck = new ValidateInput();
System.out.println("******************************
              + "\n* Welcome to the Number Guessing Game *"
              boolean match = false; //one true, you will exit the do-
while loop
       int count = 0;  //Keeps track of the number of guesses
       do{
           System.out.print("\n\nPick a number between " +
rand.getLow()
                  + " and " + rand.getHigh() + ": ");
```

Console.java

```
//get input from the keyboard
            Scanner keyboard = new Scanner(System.in);
            String guessString = keyboard.nextLine();
            int guess = validCheck.intInput(guessString);
            //invalid input is not considered a guess
            if(guess == -1){
                continue;
            }
            count++; //increments number of guesses the user makes
            match = rand.compare(guess); //determines if the user's
quess is correct
            //If the number is a match, the program will print the
number of
            //attempts and then exit
            if(match == true){
                System.out.println("\n*************************
n"
                        + "* Your guess is correct *\n"
                        + "*************************
                //determines if plural or singular form of 'turn' is
needed
                if(count == 1){
                    System.out.println("It took " + count + " turn
\nGoodbye");
                    System.exit(0);
                else {
                    System.out.println("It took " + count + " turns
\nGoodbye");
                    System.exit(0);
                }
            }
```

```
Console.java
```

```
} while(match == false);
}
```