



CST-105: Programming Exercise 3

1. Review the Rubric for this assignment before beginning work. Be sure you are familiar with the criteria for successful completion. The rubric link can be found in Loud Cloud under the assignment.
2. Design a flowchart for the following program:
Write a "guessing game" program that generates a random integer between 1 and 10000, inclusive. The program should prompt the user to enter a guess. For each guess, the program will output 'HIGHER' if the user's guess is lower than the target, 'LOWER' if the user's guess is higher than the target, or 'WINNER' if the user guesses the target. Each time the program prompts the user for a new guess, it should calculate and display the eligible range of values.
3. Write the program using the logic in your flowchart as a guide.
4. Make a LOOM video of your project. In your video, trace the logic in your flowchart first, then discuss your code, and finally, run your program.

Submit the following in Loud Cloud:

- Your flowchart (.png)
- Your program (.java)
- A link to your LOOM video