

Assignment name: Pg 96 - E9 Mastery Project - GuessingGame
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Reflection Log

Generate a random number 1-20 (Shown below)

```
int secretNumber = (int)(20 * Math.random() + 1);
```

Prompt user for a number 1-20 and store it (Shown below)

```
System.out.println("Welcome to The Guessing Game!");  
System.out.print("Guess a number 1-20: ");  
int userGuess = userInput.nextInt();
```

Display secret number and player number (Shown below)

```
System.out.println("Computer's Number: " + secretNumber);  
System.out.println("Player's Number: " + userGuess);
```

Compare user's number to secret number, if they match print "You win!" else, print "Better luck next time" (Shown below)

```
if (secretNumber == userGuess) {  
    System.out.print("Congratulations, you won!");  
}  
else {  
    System.out.print("Better luck next time.");  
}
```