

Assignment name: Pg 120 - E8 Mastery Project - GuessingGame
Student name: Misha Stanev

Reflection Log

Add scanner object so user input can be stored, then create a random number 1-20 and welcome user to GuessingGame (Shown below)

```
Scanner userInput = new Scanner(System.in);  
  
int secretNumber = (int) (20 * Math.random() + 1);  
System.out.println("Welcome to the guessing game!");
```

Create a while loop so code never ends, allowing for user to have as many attempts as necessary (Shown below)

```
while (true) {
```

While loop will run an infinite amount of times until user guesses the correct number. If user guesses incorrect number, code will loop back to the top. (Shown below)

```
while (true) {  
    System.out.print("Please guess a number between 1 and 20: ");  
    int guess = userInput.nextInt();  
  
    if (secretNumber == guess) {  
        System.out.println("Correct | You won!");  
        break;  
    } else {  
        System.out.println("Incorrect | Try again.");  
    }  
}
```