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| The GUESSING GAME |
| REPORT |
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|  | Decorative |
| ALGORITHM |
| // R001: A player walks into a casino and wants to play a game  // The player has been asked for their credentials which will be used in the game  Username = Name  // Welcome message and a prompt will be shown to the player whether they want to play the game or not  Choice = Yes / no  If yes, sends the player to the game method.  If no, exits from the game  // Inside the game, player will be asked to choose a number between 1 to 100  // The Number must be [1 to 100]  Choice = Number of choice  Computer’s Number = Random  If Computer’s number is greater than player then computer wins the game else player wins  // The player can continue or exit on their discretion  Continue = Yes / No  If yes, player will be sent back to the game, else exit |

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| UML DIAGRAM |
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