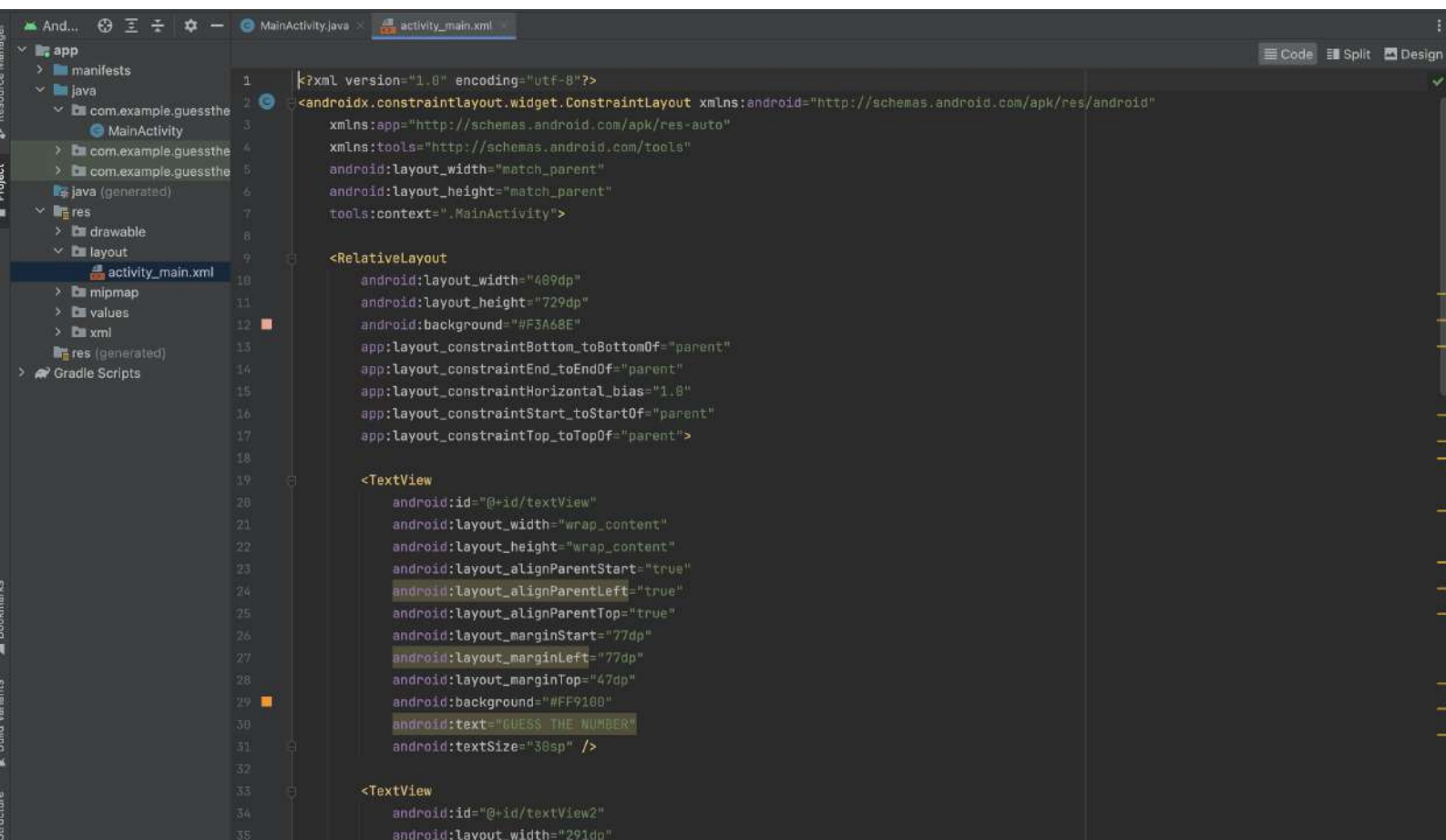
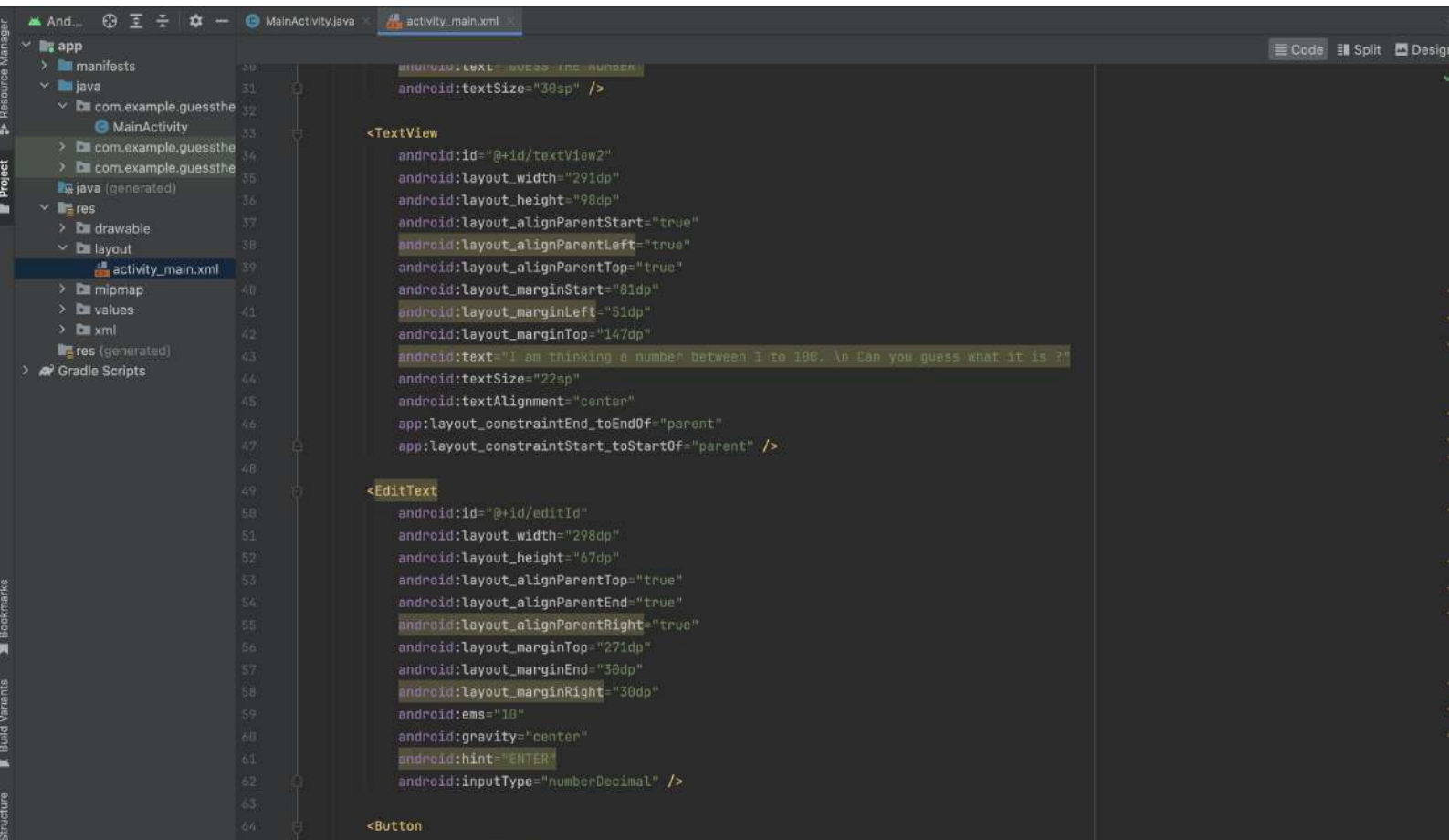


```
public class MainActivity extends AppCompatActivity {  
    3 usages  
    int result;  
    1 usage  
    static int getRandomNumber(int max, int min) {  
        return (int)((Math.random() * (max - min)) + min);  
    }  
  
    3 usages  
    public void makeToast(String str) {  
        Toast.makeText(context: MainActivity.this, str, Toast.LENGTH_SHORT).show();  
    }  
    1 usage  
    public void clickFunction(View view) {  
        int userGuessing;  
        EditText variable = (EditText)findViewById(R.id.editId);  
        userGuessing = Integer.parseInt(variable.getText().toString());  
  
        if (userGuessing < result) {  
            makeToast(str: "Think of Higher Number, Try Again");  
        }  
        else if (userGuessing > result) {  
            makeToast(str: "Think of Lower Number, Try Again");  
        }  
        else {  
            makeToast(str: "Congratulations, You Got the Number");  
        }  
    }  
}
```

```
@Override
```

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.layout.activity_main);  
  
    int min = 1;  
    int max = 100;  
    result = getRandomNumber(min, max);  
}  
}
```





```
62         android:inputType="numberDecimal" />
63
64     <Button
65         android:id="@+id/button"
66         android:layout_width="wrap_content"
67         android:layout_height="wrap_content"
68         android:layout_alignParentEnd="true"
69         android:layout_alignParentRight="true"
70         android:layout_alignParentBottom="true"
71         android:layout_marginEnd="152dp"
72         android:layout_marginRight="152dp"
73         android:layout_marginBottom="266dp"
74         android:onClick="clickFunction"
75         android:text="GUESS"
76         android:textSize="30sp"
77         app:layout_constraintEnd_toEndOf="parent"
78         app:layout_constraintStart_toStartOf="parent" />
79
80 </RelativeLayout>
81 </androidx.constraintlayout.widget.ConstraintLayout>
```

# GUESS THE NUMBER

I am thinking a number  
between 1 to 100.  
Can you guess what it is ?

ENTER

---

**GUESS**