

Exercise 3 Guess the Number solution by Munawar

Exercise 3

Create a class Game, in which allows a user to play “Guess the number” game once. Game should have the following methods.

1. Constructor to generate the random number.
2. Take input () to take a user input of number
3. Is Correct Number () to detect whether the number entered by the user is true.
4. Getter and Setter for no of Guesses.

Use properties such as no of Guesses (Int), etc. to get this task done

Source Code

Solution

```
import javax.swing.plaf.synth.SynthTextAreaUI;
import java.util.Scanner;
import java.util.Random;
class Game{
    public int number;
    public int numberGuess;
    public int inputNumber;

    public void setNumberGuess() {
        Random rand=new Random();
        this.number =rand.nextInt();
    }

    public void setNumberGuess(int numberGuess) {
        this.numberGuess = numberGuess;
    }

    public int getNumberGuess() {
        return numberGuess;
    }

    Game () {
        Random rand=new Random();
        this.number=rand.nextInt(100);
    }

    void takeUserInput(){
        System.out.println("Guess the number : ");
    }
}
```

```

        Scanner sc=new Scanner(System.in);
        inputNumber=sc.nextInt();

    }
    boolean isCorrectNumber() {
        if (inputNumber == number) {
            return true;
        }
        else if(inputNumber<number){
            System.out.println("Too less .....");
        }

        else if(inputNumber>number){
            System.out.println("Too high .....");
        }
        return false;
    }
}

public class Main {
    public static void main (String [] args) {
        Game g=new Game();
        g.takeUserInput();
        boolean b=g.isCorrectNumber();
        System.out.println(b);

    }
}

```

Thank You