

Exercise 3 Guess the number OOPs Edition

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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

```
import javax.swing.plaf.synth.SynthTextAreaUI;
import java.util.Scanner;
import java.util.Random;

public class Main {
    public static void main(String[] args) {

        //      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
        //
        //
    }
}
```

Thank You