1 **import** java.util.Random;

2 **import** javax.swing.\*;

3

4 **public** **class** RandomClass

5 {

6 **public** **static** **void** main(String[] args)

7 {

8 Random randomObject = **new** Random(); **//time of day seed value**

9 **int** min = 32;

10 **int** max = 38;

11 **int** secretNumber;

12 String sGuess;

13 **int** count = 1;

14

15secretNumber = min + randomObject.nextInt(max - min + 1);

16 JOptionPane.showMessageDialog(**null**, "Secret Number Guessing Game" +

17 "\nguess a number between " +

18 max + " and " + min);

19 **do**

20 {

21 sGuess = JOptionPane.showInputDialog("Enter a guess " + count +

22 "\nOr click Cancel to quit");

23 count++;

24 **if**(sGuess == **null**) **//Cancel was clicked**

25 {

26 **break**;

27 }

28 }**while**(secretNumber != Integer.parseInt(sGuess));

29

30 **if**(sGuess == **null**) **//Cancel was clicked**

31 {

32 JOptionPane.showMessageDialog(**null**, "Secret Number was " +

33 secretNumber);

34 }

35 **else**

36 {

37 JOptionPane.showMessageDialog(**null**, "Great, you guessed it.");

38 }

39 }

40 }

**Figure 5.17 The application RandomClass**