Reflection Logs

Credit name: Chapter 4
Assignment Name: Mastery - GuessingGame

```java
System.out.print("Enter a number from 1 to 20: ");
int UserNum = userinput.nextInt();
```

Take the user's input by ask user enter a number from 1 to 20

```java
int Num = (int)(20 * Math.random() + 1);

System.out.println("Computer's number: "+Num);
System.out.println("Player's number: "+UserNum);
```

Generate the random number from 1 to 20 by using the Math.random() operator to print out the user's chosen number and the computer's chosen number.

```java
if (UserNum==Num) {
    System.out.println("You won!");
}
else {
    System.out.println("Incorrect. Try again next time!");
}
```

Use the if statement to compare the numbers between computer and user option to see if user choose the exact number as computer or not.