

Credit Name: CSE 2110 Procedural Programming 1

Assignment: GuessingGame Part a

How has your program changed from planning to coding to now? Please Explain

```
int userguess = 1, cpuguess = 0;

//Prepare for user input and set up randomization
Scanner userInput = new Scanner(System.in);
Random rndm = new Random();

//Computer chooses a number
cpuguess = rndm.nextInt(20)+1;
```

I used my chapter 4 code as a base, so most of the declaration and setting up random no. and Scanner is the same, but i initialized my userguess and cpuguess to be 1 and 0. I chose these values because they are not equal, which is needed for our while-loop to run. Cpuguess is outside the while loop because it doesnt make sense to change the number each time they guess(it should make it easier not more difficult).

```
//Prompt user to guess an integer b/w 1-20
while(userguess != cpuguess)
{
    System.out.println("Enter a number between 1 and 20: ");
    userguess = userInput.nextInt();

    //If-Statement to compare user to cpu guess

    if (cpuguess == userguess) {
        System.out.println("You Won!");
        userInput.close();
    }
    else {
        System.out.println("Better luck next time.");
    }
}
```

While loop to give the user a guess while their guess is wrong and not the same as the cpuguess.

Within the while loop there is an if-else statement which shows a winning statement if the user answers right or a loss statement otherwise.