

Copy and paste all of your code from your repl.it.com and run to see if it passes the autograder tests. Include the link to your repl.it.com code in comments. Note that this code will only run with the autograder's input and will not ask the user for input.

Save & Run

☐

Original - 1 of 1

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```
1 // Copy in your link to your code on repl.it.com here:
2 // https://firewalledreplit.com/@Akshatgarg4/Guessing-Game
3 // Copy in all of your code from repl.it.com below (include import and public class
4 // Main)
5 import java.util.Scanner;
6
7 public class Main
8 {
9     public static void main(String[] args)
10    {
11        Scanner scan = new Scanner(System.in);
12        // Choose a random number from 0-100
13        int x = (int) (Math.random() * 101);
14
15        // Ask the user to guess a number from 0 to 100
16        // Get the first guess using scan.nextInt();
17        System.out.println("Enter a guess from 0-100: ");
18        int guess = scan.nextInt();
19
20        // Loop while the guess does not equal the random number,
21        while (guess != x){
22            // If the guess is less than the random number, print out "Too low!"
23            if (guess < x){
24                System.out.println("Too low!");
25            }
26            // If the guess is greater than the random number, print out "Too high!"
27            if (guess > x){
28                System.out.println("Too high!");
29            }
30            // Get a new guess (save it into the same variable)
31            System.out.println("Enter a guess from 0-100: ");
32            guess = scan.nextInt();
33        }
34        // Print out something like "You got it!"
35        System.out.println("YAY! You got it!");
36
37    }
38 }
39
```

Activity: 4.1.5.1 ActiveCode (challenge4-1-loop-GuessingGame-autograde)

Fun little activity, good for using conditionals and loops to achieve a result