
Java Class

The While Loop

9th June 2020

OVERVIEW

We already covered the famous *For Loop*, but there is another. The *While Loop* operates based on a true or false value instead of a counter.

GOALS

1. Learn about the while loop and its applications

- a. VOCAB

- i. Boolean value
- ii. Boolean operation
- iii. Iteration

2. Use a while loop in your program

PROJECT

The Random Game

The core of any great game is the inability to predict what comes next (this is also the downfall of many games, think loot boxes). Where random number generation (RNG for short) can be frustrating, it can also be fun if used correctly. In this project, we will be creating a game where a random number is generated, and you need to keep guessing until you guess correctly. To pass this project, you must:

1. Generate a random number between 1 and 10
2. Prompt the user to guess the number
 - a. If correct, print correct and then break out of the loop
 - b. If incorrect: Loop until the user guesses correctly
3. ???
4. Profit

HINT: You will be using the scanner again to collect user input (refer to the conditionals document for instructions on how to use the scanner). You will also be using random number generation. Here is the code to generate a number between 1-10. REMEMBER WHERE IMPORT IS SUPPOSED TO GO

```
import java.util.Random;
```

```
Random rand = new Random();
```

```
int mynum = rand.nextInt(11);
```

The rest should be doable. Good Luck!