Assignment Submission

Day 3

Q. Code the mini project discussed in the class and submit it as the last assignment.

Answer:

```java
package guessinggame;
* Java game "Guess a Number" that allows user to guess a random number that has
been generated.
*/
import javax.swing.*;

public class GuessingGame {
    public static void main(String[] args) {
        int computerNumber = (int) (Math.random()*100 + 1);
        int userAnswer = 0;
        System.out.println("The correct guess would be " + computerNumber);
        int count = 1;

        while (userAnswer != computerNumber)
        {
            String response = JOptionPane.showInputDialog(null,
                "Enter a guess between 1 and 100", "Guessing Game", 3);
            userAnswer = Integer.parseInt(response);
            JOptionPane.showMessageDialog(null, ""+ determineGuess(userAnswer,
computerNumber, count));
            count++;
        }
    }

    public static String determineGuess(int userAnswer, int computerNumber, int count){
        if (userAnswer <=0 || userAnswer >100) {
            return "Your guess is invalid";
        }
        else if (userAnswer == computerNumber ){
            return "Correct!\nTotal Guesses: " + count;
        }
```

```
    else if (userAnswer > computerNumber) {
        return "Your guess is too high, try again.\nTry Number: " + count;
    }
    else if (userAnswer < computerNumber) {
        return "Your guess is too low, try again.\nTry Number: " + count;
    }
    else {
        return "Your guess is incorrect\nTry Number: " + count;
    }
  }
}
```