

CSC 2010 – Fall 2015
Homework #5
Due 11/12/2015 11:30 pm

MPL (optional)

sections of 5.3 The boolean Type: logical operators, using boolean Variables, char classification, numerical range, and char range

Programming (not optional)

For this assignment you must write a program in Java as described below.

Make sure your java program has a comment at the beginning that includes your name and the fact that this is homework 5.

Make sure your program is properly indented.

Your program needs a main method and two other methods called winner and loser.

After you have written it, compile it and run it to make sure it works correctly, if your program does not compile you will get a 0.

Then submit to desire2learn filename.java file and filename.class file.

Program Description:

Write a program called *GuessingGame.java* with a main method that generates a random number between 1 and 100, then allows the user 10 attempts to guess the number. Each time he or she makes a guess your program should output whether the guess was too high or too low or just right. If the user has guessed the number, the program should call the method *winner* then end. If the user runs out of guesses the program should call the method *loser* then end.

winner method- tells the user he won, and how many guesses it took him to guess the number.

loser method- tells the user he lost, and what the number actually was.

Sample output:

Welcome to the number guessing game where you will guess a number between 1 and 100.

What is your guess?

83

Too high!

What is your guess?

22

Too low!

What is your guess?

59

Too high!

What is your guess?

53

You guessed my number is 4 guesses!

Thanks for playing the number guessing game!