

Assignment 00: Type and Run*Java Source Code File: GuessGame.java*

```
1  /**
2   *   @author Noel LeJeune
3   *   @version 2011.12.26.01
4   *   @since 2011.12.26
5   *   Program00
6   */
7
8   import java.util.Random;
9   public class GuessGame
10  {
11      // instance variables (fields)
12      private Player player1;
13      private Player player2;
14      private int targetNumber;
15      private static Random randomGenerator = new Random();
16
17      public GuessGame()
18      {
19          System.out.println("First player:");
20          player1 = new Player();
21          System.out.println("Second player:");
22          player2 = new Player();
23          targetNumber = randomGenerator.nextInt(10) + 1;
24      }
25
26      // instance methods
27      public void run()
28      {
29          System.out.println("I'm thinking of a number between 1 and 10...");
30
31          boolean done = false;
32          int attempts = 0;
33          boolean player1IsRight = false, player2IsRight = false;
34
35          while(!done)
36          {
37              attempts++;
38              System.out.println("Guess Number: " + attempts);
39
40              player1.guess();
41              player2.guess();
42
43              System.out.println(player1.getName() + " guessed " + player1.getGuess());
44              System.out.println(player2.getName() + " guessed " + player2.getGuess());
45
46              if(player1.getGuess() == targetNumber)
47              {
48                  player1IsRight = true;
49              }
50              if(player2.getGuess() == targetNumber)
51              {
52                  player2IsRight = true;
```

```
53     }
54
55     if(player1IsRight || player2IsRight)
56     {
57         System.out.println("We have a winner!");
58         System.out.println("The target number was: " + targetNumber);
59         if(player1IsRight)
60         {
61             System.out.println(player1.getName() + " got it right!!!");
62         }
63         else
64         {
65             System.out.println(player2.getName() + " got it right!!!");
66         }
67         System.out.println("Game is over.");
68         done = true;
69     }
70     else
71     {
72         System.out.println("Sorry! No one guessed correctly -- try again!!");
73     }
74 }
75 }
76 }
```