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Class GuessingGame

java.lang.Object
 GuessingGame

public class **GuessingGame**
extends **Object**

This class contains the number guessing game logic. The user tries to guess a randomly generated number between 1 and 100. The user has 5 chances per round and receives feedback after each guess.

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Constructor Summary

Constructors

Constructor	Description
GuessingGame()	

Method Summary

All Methods Static Methods

Concrete Methods

Modifier and Type	Method	Description
static void	play()	Starts the Number Guessing Game.

Methods inherited from class java.lang.Object

clone , equals , finalize , getClass , hashCode , notify , notifyAll , toString , wait , wait , wait

Constructor Details

GuessingGame



```
public GuessingGame()
```

Method Details

play

```
public static void play()
```

Starts the Number Guessing Game. No parameters. No return value. Runs the guessing game loop until the user chooses not to play again.