

while loop activity

Create a **whileLoopActivity** project with a class **GuessingGame**.

Write a guessing game that:

- asks the user to guess a number between 1 and 100
 - or to enter “q” to quit the game
- uses a **while loop** to allow the user to enter a number an indefinite amount of times
- informs the user if the number is **too high** or **too low**
- informs the user if he guessed correctly
- prints the **number of guesses** it took the user to get the right number
- informs the user what the number was if he **quits**

Example output:

```
Guess a number between 1 and 100, or enter "q" if you give up:
50
Too high. Guess again:
25
Too low. Guess again:
32
Correct!
Number of guesses: 3
```

Output if the user quits:

```
Guess a number between 1 and 100, or enter "q" if you give up:
q
Quitter! The number was 32.
```

Submit the **GuessingGame.java** file.