| GuesstheNumber |
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| + ChanceTaken: Integer |
| + GuesstheNumber(): Instructor method.  + ComputerGenerate():Computer randomly generates number, returns an integer.  + displayInstruction(): Instruction display, returns void + UserGuess(): Returns an integer.  + GuessCompare(): Compare with number return from UserGuess and ComputerGenerate. Returns void. |

**Method Glossary for class Scoreboard:**

public **GuesstheNumber():**

Purpose: Instantiates a GuesstheNumber object with no parameters.

public int **ComputerGenerate(int MinRange, int MaxRange):**

Purpose: Get the number that randomly generated by computer

Parameters: 1. Integer MinRange which is the lower bound of guessing number range input.

2. Integer MaxRange which is the upper bound of guessing number range input.

Returns: Integer, representing the number that Computer picks (answer of the game).

public int **displayInstruction():**

Purpose: Display all the instruction to users.

Parameters: None

Return: void

public int **UserGuess(int min, int max):**

Purpose: Get user’s input of the number they guess.

Parameters: 1. Integer Min which is the lower bound of guessing number range input.

2. Integer Max which is the upper bound of guessing number range input.

Returns: Integer, representing the number user picks.

public void **GuessCompare():**

Purpose: This function is for the actual game process.

Parameters: None

Return: void