Step Into Java: loops

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Java

Loops

-Want to play game over and over until you win.
- 2 choices…could run program over and over, or….loop until some condition is met.

while loop

Specify loop structure with 3 statements:

1) while-true-statement
2) if-break-statement
3) end-while statement

Note: all loops have these 3 elements

while loop

```
while(true)
{

        // action statements
        if(condition) break;
        // action statements

} //endwhile
```

Lab

Write a java program that plays a guessing game out of 1000 possible numbers. Report if the guess is correct, too high, or too low. The game should go until the correct number is found by the user.

pseudo code

1) define integer variables (guess, secret#)
2) assign secret# to random int value
3) loop until number is chosen by user
4) tell user to enter a number
5) store number in guess variable
6) break out of loop if guess is correct
7) tell user if high or low if incorrect
8) outside of loop, tell user they won!