# REQUIREMENTS DOCUMENT

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| **Date Submitted:** | Due Date of Assignment: June 5th, 2019 (originally due)  **Assignment Forgiveness: 7/24/2019** |
| **Application Title:** | Name of Program  **Hickman\_ch4\_17 “Random Number Guessing Game”** |
| **Purpose:** | What the program will do  **Generate a random number for the user to guess. If the user guesses too high or too low, display “Too high, try again” or “too low, try again.” The program should loop until the user correctly guesses the number.** |
| **Program Procedures:** | 1. **Generate a random number via the computer.** 2. **Allow user to input a guess.** 3. **Allow user to continue guessing numbers until they have correctly matched the randomly generated number.** 4. **Once the user guesses correctly, exit the program.** |
| **Algorithms, Processing, and Conditions:** | 1. **Import random to generate random numbers. Import scanner to generate keyboard to allow user input.** 2. **Initialize a randNum variable and set the random number range. I will be using 0-50.** 3. **Make the correctGuess variable a Boolean. The Boolean will be set as false and will run until it is true.** 4. **Print out a statement informing the user of the random guess number range (0-50).** 5. **Use a while loop to allow user to keep guessing until they get the number right. While correctGuess is false the user will continue guessing.** 6. **Use nested if/else statements to inform the user whether their guess was too high or too low. If the guess was correct, tell the user that they guessed correctly. Then set the correctGuess variable to true in order to break the while loop.** |
| **Notes and Restrictions:** | Since the program does not specify a number range, I will be using 0-50. |
| **Comments:** | Program should be well documented. |