

Java Revenge of Guillermo's Guessing Game

Time required: 60 minutes

Please read the directions carefully before beginning the assignment.

- Comment each line of code as shown in the tutorials and other code examples.
- Follow all directions carefully and accurately.
- Think of the directions as minimum requirements.

Pseudocode or TODO

1. Write pseudocode or TODO for the exercise.
2. Comment your code to show evidence of understanding.

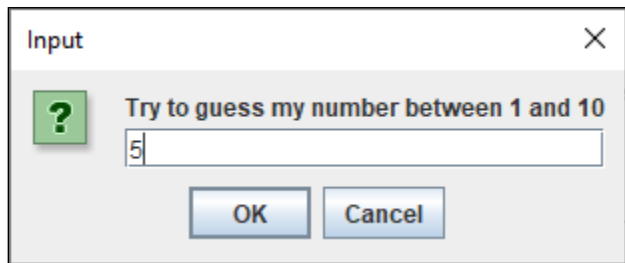
Minimum Requirements

Create a guessing game program in Java. You can create a CLI or JOptionPane program.

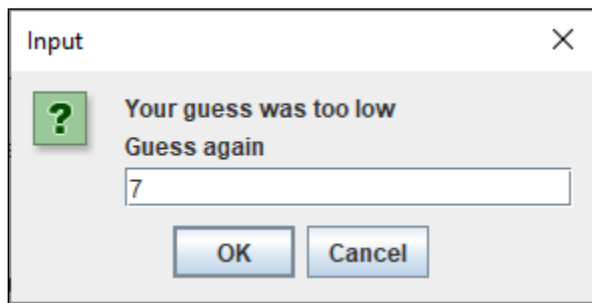
- Print a nice title
- Generate a random number between 1 and 10
- Get the user guess
- Determine if the user guess is higher, lower, or equal to the random number
- Track number of tries per game
- Allow the user to play again or quit
- You will need two loops, one inside the other.
 - The interior loop is where the game is played.
 - The exterior loop is the menu loop.

```
# menu and game loop pseudocode
# menu loop
while true:
    # game loop
    While true
        # play the game
        # When the user wins, exit loop
    Ask user if they want to exit or play again
```

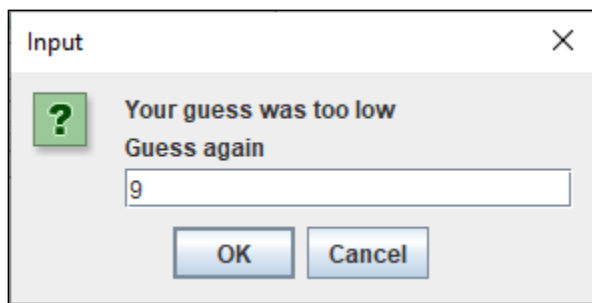
Example run:



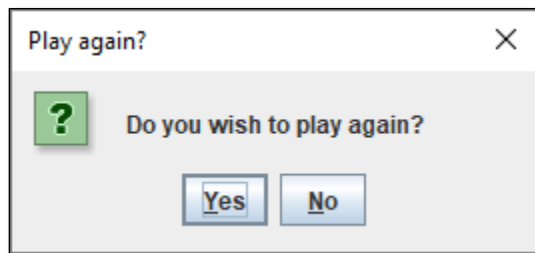
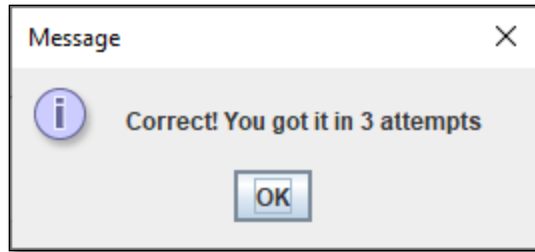
An input dialog box titled "Input" with a close button (X) in the top right corner. It contains a green question mark icon on the left. The main text reads "Try to guess my number between 1 and 10". Below this text is a text input field containing the number "5". At the bottom of the dialog are two buttons: "OK" and "Cancel".



An input dialog box titled "Input" with a close button (X) in the top right corner. It contains a green question mark icon on the left. The main text reads "Your guess was too low" followed by "Guess again" on a new line. Below this text is a text input field containing the number "7". At the bottom of the dialog are two buttons: "OK" and "Cancel".



An input dialog box titled "Input" with a close button (X) in the top right corner. It contains a green question mark icon on the left. The main text reads "Your guess was too low" followed by "Guess again" on a new line. Below this text is a text input field containing the number "9". At the bottom of the dialog are two buttons: "OK" and "Cancel".



Assignment Submission

1. Use pseudocode or TODO.
2. Comment your code to show evidence of understanding.
3. Attach the program files.
4. Attach screenshots showing the successful operation of the program.
5. Submit in Blackboard.