COMPUTER GUESSING NUMBER GAME

Aim of the project:

To determine the computer guessed number from the user which is bounded by the end value from end user. Its an interesting game for finding the number .By using graphical user interface (GUI) this game can be develop the source code by using java.

Software requirements :

* JDK(Java Development Kit)
* Intellij (IDE- Integrated development environment)
* JAVA

Algorithm:

1.)Start

2.)By using random class which is available in the utility function

3.)By giving the bound value

4.)Then the user can give the number of attempts

5.)By giving the number the it will compare with the computer guessed number

6.)By compare it show the number is low and high according to the user input.

7.)If the user found that number within the attempts ,they won the game.

8.) If the user didn’t found that computer guessed number within the given attempts they lose the game.

9.)Ending the game.

FEATURES:

\*This game is based only the player and guessing

\*In this game the number of attempts is given by the user

\*If the player found the number that computer guessed randomly ,they are the winner.

\*This game winner can be lucky guesser of computer.

\*This game can be played by all humans there is no age limit for this game.

\*This game can also be a thinking game for finding the guessing number.

Team members:

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References:

* “JAVA programming language” by Ken Arnold, James gosling, David Holmes.
* Thinking in java by Bruce Eckel.
* Head First Java by Kathy sierra, Bert Bates.