Grading Criteria: CSCI 3326 Object Oriented Programming in Java

Lab 09 – GuessingGame

Criteria	Points
Program generates a random number between 0 and 100.	5
Program gives the user 3 guesses.	40
Program lets the user know if they guessed too high or too low.	20
Program gives the user an extra guess, if guess is out of range.	20
Program reveals the random number if all 3 guesses are wrong.	5
File and class are named GuessingGame.	5
Class is public	5

Total points: 100