

Reflection Log Guessing Game

```
Scanner input = new Scanner(System.in);
Random rand = new Random();

//Generate a random secret number between 1 and 20
int secretNumber = rand.nextInt(20) + 1;
int guess = 0;
```

This code initializes a guessing game by creating a Scanner for reading user input and a Random object to generate a secret number between 1 and 20. It also sets up a variable to hold the user's guesses as they attempt to find the number.

```
// Continue until the user guesses the correct number
while (guess != secretNumber) {
    System.out.print("Guess a number between 1 and 20: ");

    guess = input.nextInt();
}
```

This code loops until the user guesses the secret number, prompting them to enter a guess between 1 and 20 and updating the **guess** variable with their input.

```
// Check if the guess is correct and respond accordingly
if (guess == secretNumber) {
    System.out.println("Correct! Good Job.");
} else {
    System.out.println("Wrong, try again!");
}
```

This code checks whether the user's guess matches the secret number. If the guess is correct, it prints "Correct! Good Job."; otherwise, it informs the user with "Wrong, try again!"

