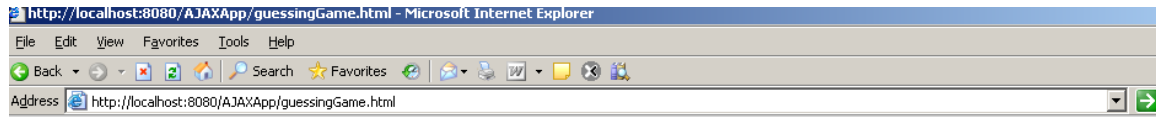
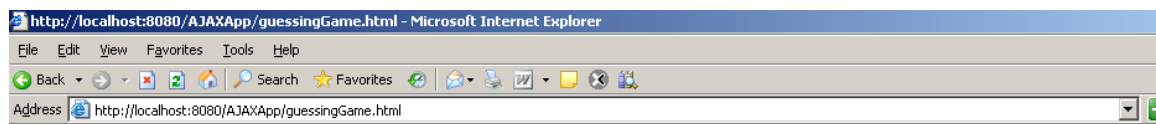


In this lab you will practice playing a guessing game using JSP/Servlets/Beans/JSTL. Screen shots for the application are given below.



Welcome to the guessing game. Enter a number between 1 and 100.

Enter your guess

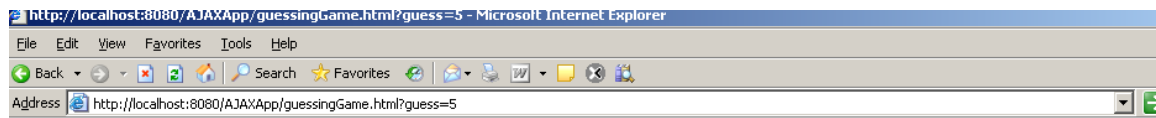


Welcome to the guessing game. Enter a number between 1 and 100.

Enter your guess

Aim Lower

Attempts : 1

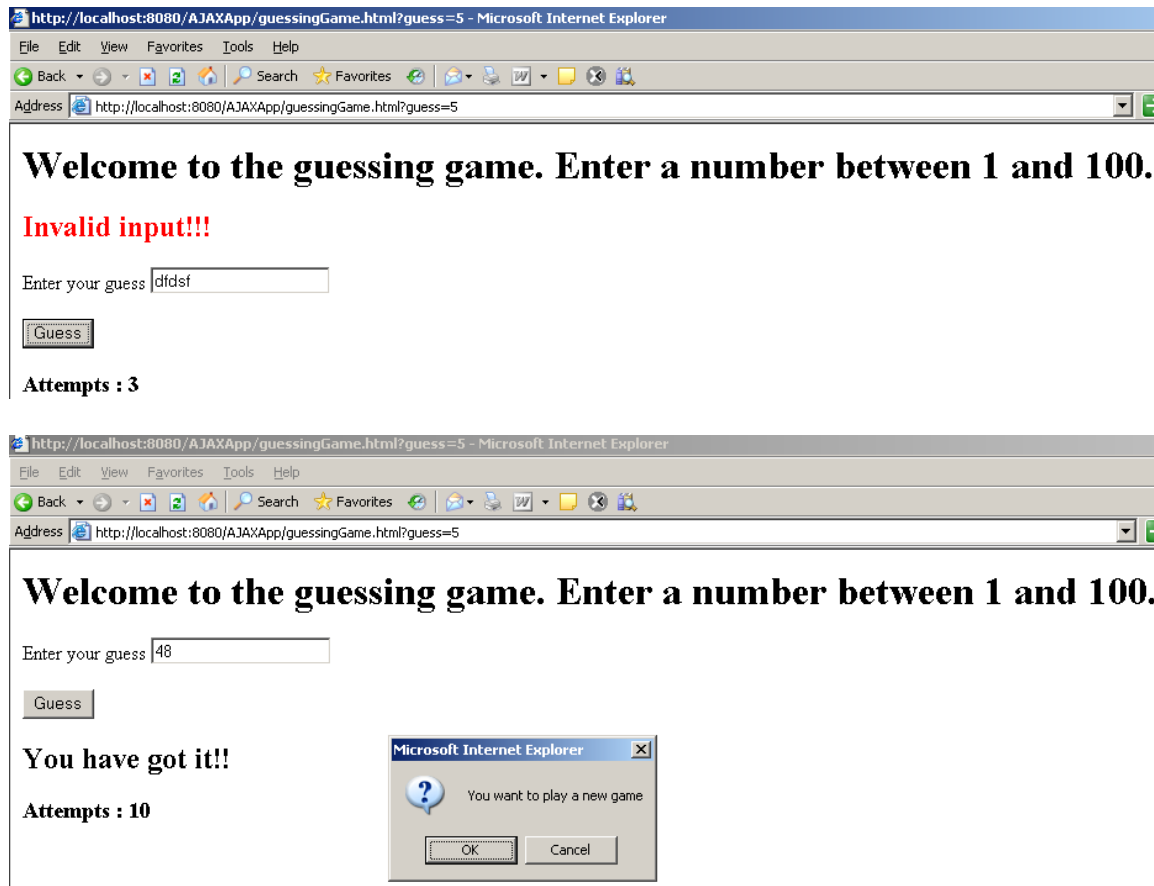


Welcome to the guessing game. Enter a number between 1 and 100.

Enter your guess

Aim Higher

Attempts : 2



- 1) After the game is over if the user does not want to play the game close the browser window.
- 2) After completing the game, modify your code to display a link where the user's game statistics are shown as below. At the end of the game display the following

Given below is the list of guesses

Target: 79

Attempt	Guess
Attempt #1	50
Attempt #2	75
Attempt #3	85
Attempt #4	78
Attempt #5	79

- 3) Keep your code modularized so that you don't land up writing Java code in JSP and HTML in Servlets