Guess a Number

Topics: loops, Java library

Program Description

Design and implement an application that plays the Hi-Lo guessing game with numbers. The program should pick a random number between 1 and 100 (inclusive), then repeatedly prompt the user to guess the number. Upon each incorrect guess, report to the user if it is too high or too low. Continue accepting guesses until the user guesses correctly. Count the number of guesses and report it at the end of each game. User may also choose to terminate the game by entering -999, in which case the mysterious number is revealed. For debugging purpose, show the number at the beginning of each game.

Guidelines

- Name it GuessNumber.java
- Your program should be properly commented

Sample Output

These output are from separate runs. User's input are in red.

Sample #1

```
[49]
Guess a number between 1-100 (inclusive) or -999 to exit: 50
50 is too high.  Try again: 25
25 is too low.  Try again: 38
38 is too low.  Try again: 44
44 is too low.  Try again: 47
47 is too low.  Try again: 49
Correct!  With 6 guesses.
```

Sample #2

```
[87]
Guess a number between 1-100 (inclusive) or -999 to exit: 87
Correct!  With 1 guess.
```

Sample #3

```
[60]
Guess a number between 1-100 (inclusive) or -999 to exit: 50
50 is too low.  Try again: 75
75 is too high.  Try again: -999
The number was 60.  Bye!
```