REPORT

과 목 명 : design pattern
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1. for

```
#by.software 32151671 parkminhyeok
package homework3;
import java.util.Random;
import java.util.Scanner;

public class FindCard {

	public static void game(int n, int randomN) {
		for(; n!=randomN;) {

			if(randomN>n)
				System.out.println("higher");

			else if(randomN<n)
				System.out.println("lower");

			break;
		}
	}

	public static void check(int n, int randomN) {
		Scanner scanner=new Scanner(System.in);
		char checkChar;

		for(; ;) {
			System.out.println("more game?(y/n)");
			checkChar=scanner.next().charAt(0);

			if(checkChar=='n' || checkChar=='N')
				System.exit(0);

			else if(checkChar=='y' || checkChar=='Y')
				break;

			else
				System.out.println("Reword");
		}
	}
```

```
	public static void main(String[] args) {
		Scanner scanner=new Scanner(System.in);
		int num;

		while(true)
		{
			int randomNumber=(int)(Math.random()*100);

			for(; ;)
			{
				System.out.println("number input->");
				num=scanner.nextInt();
				game(num, randomNumber);

				if(num==randomNumber)
				{
					check(num, randomNumber);
					break;
				}
			}
		}
	}
}
```

2. while

```
#by.software 32151671 parkminhyeok
package homework3;
import java.util.Random;
import java.util.Scanner;

public class FindCard {

	public static void game(int n, int randomN) {
		while(n!=randomN) {

			if(randomN>n)
				System.out.println("higher");

			else if(randomN<n)
				System.out.println("lower");

			break;
		}
	}

	public static void check(int n, int randomN) {
		Scanner scanner=new Scanner(System.in);
		char checkChar;

		while(true) {
			System.out.println("more game?(y/n)");
			checkChar=scanner.next().charAt(0);

			if(checkChar=='n' || checkChar=='N')
				System.exit(0);

			else if(checkChar=='y' || checkChar=='Y')
				break;

			else
				System.out.println("Reword");
		}
	}
```

```
	public static void main(String[] args) {
		Scanner scanner=new Scanner(System.in);
		int num;

		while(true)
		{
			int randomNumber=(int)(Math.random()*100);

			while(true)
			{
				System.out.println("number input->");
				num=scanner.nextInt();
				game(num, randomNumber);

				if(num==randomNumber)
				{
					check(num, randomNumber);
					break;
				}
			}
		}
	}
}
```

3. do while

```
#by.software 32151671 parkminhyeok
package homework3;
import java.util.Random;
import java.util.Scanner;

public class FindCard {

	public static void game(int n, int randomN) {
		while(n!=randomN) {

			if(randomN>n)
				System.out.println("higher");

			else if(randomN<n)
				System.out.println("lower");

			break;
		}
	}

	public static void check(int n, int randomN) {
		Scanner scanner=new Scanner(System.in);
		char checkChar;

		while(true) {
			System.out.println("more game?(y/n)");
			checkChar=scanner.next().charAt(0);

			if(checkChar=='n' || checkChar=='N')
				System.exit(0);

			else if(checkChar=='y' || checkChar=='Y')
				break;

			else
				System.out.println("Reword");
		}
	}
```

```
	public static void main(String[] args) {
		Scanner scanner=new Scanner(System.in);
		int num;

		while(true)
		{
			int randomNumber=(int)(Math.random()*100);

			do
			{
				System.out.println("number input->");
				num=scanner.nextInt();
				game(num, randomNumber);

				if(num==randomNumber)
				{
					check(num, randomNumber);
					break;
				}
			}while(true);
		}
	}
}
```

4. Result


Problems
Javadoc
Declaration
Console
<terminated> findcard [Java Application] C:₩Program Files₩Java₩jdk-14₩bin₩javaw.exe (2020. 4. 5. 오전 6:10:26 – 오전 6:11:11)
number input->
50
higher
50-99
number input->
75
lower
50-75
number input->
63
lower
50-63
number input->
57
lower
50-57
number input->
53
higher
53-57
number input->
55
lower
53-55
number input->
54
more game(y/n)
n