





```

1 import java.util.Scanner;
2 import java.util.Random;
3 // Michael Cohen
4 // Chapter 4: Programming Challenge 17
5
6 public class RNGGame
7 {
8     public static void main(String[] args)
9     {
10         Scanner keyboard = new Scanner(System.in);
11         Random rand = new Random();
12         int guess;
13         int number = rand.nextInt(10); //The random number is set to the range of (0-9) for testing.
14
15         do {
16
17             System.out.print("Guess a random number: ");
18             guess = keyboard.nextInt();
19
20             if (guess < number)
21                 System.out.println("Too low, try again.");
22             if (guess > number)
23                 System.out.println("Too high, try again.");
24
25             } while(guess != number);
26
27         System.out.println("You guessed the correct number.");
28     }
29 }
30

```

 SumOfNumbers.java
  LetterCounter.java
  ESPGame.java
  RNGGame.java

Compile Messages
 jGRASP Messages
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End

Clear

Help

```

----jGRASP exec: java RNGGame
>> Guess a random number: 10
    Too high, try again.
>> Guess a random number: 1
    Too low, try again.
>> Guess a random number: 2
    Too low, try again.
>> Guess a random number: 3
    Too low, try again.
>> Guess a random number: 9
    Too high, try again.
>> Guess a random number: 8
    Too high, try again.
>> Guess a random number: 5
    Too low, try again.
>> Guess a random number: 6
    You guessed the correct number.

----jGRASP: operation complete.

```

```

1 import java.util.Scanner;
2 import java.util.Random;
3 // Michael Cohen
4 // Chapter 4: Programming Challenge 18
5
6 public class RNGGameEnhanced
7 {
8     public static void main(String[] args)
9     {
10         Scanner keyboard = new Scanner(System.in);
11         Random rand = new Random();
12         int count = 0;
13         int guess;
14         int number = rand.nextInt(2); //The random number is set to the range of (0-1) for testing.
15
16         do {
17
18             System.out.print("Guess a random number: ");
19             guess = keyboard.nextInt();
20
21             if (guess < number)
22             {
23                 System.out.println("Too low, try again.");
24                 count++;
25             }
26             if (guess > number)
27             {
28                 System.out.println("Too high, try again.");
29                 count++;
30             }
31
32             } while(guess != number);
33         count++;
34         System.out.println("You guessed the correct number after " + count + " guesses.");
35     }
36 }
37

```

Compile Messages

jGRASP Messages

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```

----jGRASP exec: java RNGGameEnhanced
>> Guess a random number: 0
    Too low, try again.
>> Guess a random number: 1
    You guessed the correct number after 2 guesses.
    ----jGRASP: operation complete.

----jGRASP exec: java RNGGameEnhanced
>> Guess a random number: 2
    Too high, try again.
>> Guess a random number: 1
    Too high, try again.
>> Guess a random number: 0
    You guessed the correct number after 3 guesses.
    ----jGRASP: operation complete.
>>

```

```

1 import java.util.Scanner;
2 import java.util.Random;
3 // Michael Cohen
4 // Chapter 4: Programming Challenge 22
5
6 public class SlotMachineSim
7 {
8     public static void main(String[] args)
9     {
10         Scanner keyboard = new Scanner(System.in);
11         Scanner keyboard2 = new Scanner(System.in);
12         Random rand = new Random();
13         String image = "";
14         String slot1 = "";
15         String slot2 = "";
16         String slot3 = "";
17         String replay = "yes";
18         int number;
19         int multiplier = 0;
20         int count = 0;
21         double bet;
22         double totalbets = 0;
23         double totalprofits = 0;
24         while (replay.equalsIgnoreCase("yes")){
25             System.out.print("Enter the amount that you would like to bet: ");
26             bet = keyboard.nextDouble();
27             totalbets += bet;
28             System.out.println("-----");
29             for (count = 0; count < 3; count++)
30             {
31                 number = rand.nextInt(5);
32
33                 if (number == 0)
34                     image = "Cherries";
35
36                 if (number == 1)
37                     image = "Oranges";
38                 if (number == 2)
39                     image = "Plums";
40                 if (number == 3)
41                     image = "Bells";
42                 if (number == 4)
43                     image = "Melons";
44                 if (number == 5)
45                     image = "Bars";
46                 if (count == 0)
47                 {
48                     slot1 = image;
49                 }
50                 else if (count == 1)
51                 {
52                     slot2 = image;
53                 }
54                 else if (count == 2)
55                 {
56                     slot3 = image;
57                 }

```

```

27 totalbets += bet;
28 System.out.println("-----");
29 for (count = 0; count < 3; count++)
30 {
31     number = rand.nextInt(5);
32
33     if (number == 0)
34         image = "Cherries";
35
36     if (number == 1)
37         image = "Oranges";
38     if (number == 2)
39         image = "Plums";
40     if (number == 3)
41         image = "Bells";
42     if (number == 4)
43         image = "Melons";
44     if (number == 5)
45         image = "Bars";
46     if (count == 0)
47     {
48         slot1 = image;
49     }
50     else if (count == 1)
51     {
52         slot2 = image;
53     }
54     else if (count == 2)
55     {
56         slot3 = image;
57     }
58
59 }
60 System.out.println(slot1);
61 System.out.println(slot2);
62 System.out.println(slot3);
63 System.out.println("-----");
64 if (!slot1.equals(slot2) && !slot1.equals(slot3) && !slot2.equals(slot3))
65     multiplier = 0;
66 if (slot1.equals(slot2) || slot1.equals(slot3) || slot2.equals(slot3))
67     multiplier = 2;
68 if (slot1.equals(slot2) && slot1.equals(slot3))
69     multiplier = 3;
70 System.out.println("You have earned $" + (bet*multiplier));
71 totalprofits += (bet*multiplier);
72 System.out.print("Would you like to play again (enter yes/no): ");
73 replay = keyboard2.nextLine();
74 if (replay.equalsIgnoreCase("no"))
75     break;
76
77 }
78 System.out.println("Total money entered: $" + totalbets);
79 System.out.println("Total money won: $" + (totalprofits - totalbets));
80 }
81 }
82

```

Compile Messages
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```

----jGRASP exec: java SlotMachineSim
Enter the amount that you would like to bet: 10
-----
Plums
Oranges
Bells
-----
You have earned $0.0
Would you like to play again (enter yes/no): yes
Enter the amount that you would like to bet: 10
-----
Plums
Cherries
Oranges
-----
You have earned $0.0
Would you like to play again (enter yes/no): yes
Enter the amount that you would like to bet: 10
-----
Cherries
Oranges
Cherries
-----
You have earned $20.0
Would you like to play again (enter yes/no): no
Total money entered: $30.0
Total money won: $-10.0

----jGRASP: operation complete.

```

Line:39 Col:24 Code:00 Test:1