Lab – Guess the number

Today we’ll program a little guessing game. We generate a random number between 1 and 50 (incl.) and the user has maximum 6 tries to guess it.

In this lab we will program the whole game in the main method.

* Create a file called GuessTheNumber.java
* Inside main create an instance of input and an instance of Random
* Create the following 4 local variables:
* **secretNumber** of type int ; initialize it with a random number between 1 and 50 (incl.)
* **gotIt** of type boolean; initialize it with false
* **count** of type int; initialize it with 0
* **guesses** of type int array; initialize it with a new integer array of length 6
* in a do-while-loop do the following:
* read in a guess from the user and store it in the guesses array  
  Hint: the current count corresponds to the index
* if the guess is less than the secret number let the user know that it was too small
* if the guess is greater than the secret number let the user know that it was too big
* if the user guessed the secret number set gotIt to true
* increment the counter
* keep looping until the user guessed the number or he has reached his limit of 6 guesses
* Now that the guessing is over check whether the user was able to guess the number
* If he guessed the number congratulate him
* Otherwise write a statement of regret and encouragement
* In either case list the users guesses