CLASS: Guess The Number

public void **startDisplay**()

return: void

purpose: displays to the user the description of the Guess the number game

public void **getRange**()

return: void

purpose: prompts the user for variables in rangeLow and rangeHigh ints

public void **getNumGuesses**()

return: void

purpose: prompts user for number of guesses, ensuring they cannot enter a value greater than half of the range

public void **getGuesses**()

return: void

purpose: both generates random number for computer choice and prompts user for guess of number

public void **checkGuesses**()

return: void

purpose: checks the user input and computer generated choice for similarity and acts accordingly, either adding score to computer or user, or calling getGuesses for user to guess again.