Introduction to Programming with Java

Quiz #4

Class: GuessNumber.java

Prerequisites: Java ACM Task Force, loops

Description: In this program, you are asked to implement a number guess game. Game will be played as follows: Computer picks a random number and user is trying to guess this number. In the project files we have provided for you, that random number is already selected by the computer and stored in the variable "myNumber". You will ask the user to enter a number as her guess and if her guess is lower than myNumber, you will prompt her to enter a higher number and if it is a higher number prompt her to enter a lower one. You will also keep the number of guesses and at the end when the user finds the number, you will print that the number is found in that many tries.

Sample Run:

```
GuessNumber

File   Edit

This program has selected a number between 1-100, we want you to guess that number with as minimum tries as you can.
Make a guess:
50
Your guess is higher than the number. Make a lower guess:
25
Your guess is lower than the number. Make a higher guess:
38
Your guess is higher than the number. Make a lower guess:
31
Your guess is lower than the number. Make a higher guess:
35
Your guess is higher than the number. Make a lower guess:
33
Your guess is lower than the number. Make a higher guess:
34
Congratulations! You have found the number in 7 tries.
```