

# Reflection Log

```
1 package Mastery;
2
3+ import java.util.Random;
4
5
6 public class GuessingGame {
7
8-     public static void main(String[] args) {
```

Here I imported the java util for the program.

```
10         // Create a random number generator and scanner for user input
11         Random random = new Random();
12         Scanner scanner = new Scanner(System.in);
13
```

Then I created a random number generator and a new scanner.

```
14         // Generate a secret number between 1 and 20
15         int secretNumber = random.nextInt(20) + 1;
16
17         int playerGuess = 0;
18
```

The program then generates a random number that's between 1 and 20.

```
19         // Loop to allow the player to keep guessing until the correct number is guessed
20         while (playerGuess != secretNumber) {
21             // Prompt the player to guess the number
22             System.out.print("Guess a number between 1 and 20: ");
23             playerGuess = scanner.nextInt();
24
```

The program will prompt the user to guess the secret number while a loop will allow them to keep guessing till they get it right.

```
25             // Provide feedback to guide the player
26             if (playerGuess < secretNumber) {
27                 System.out.println("Try again.");
28             } else if (playerGuess > secretNumber) {
29                 System.out.println("Try again.");
30             } else {
31                 System.out.println("Congratulations! You guessed the correct number!");
32             }
33         }
```

Then the program will give feedback based on how you're doing, if higher or lower than the secret number it will prompt the user to try again to get it right, if guessed secret number it will prompt "Congratulations! You guessed the correct number!"

```
35         // Close the scanner to avoid resource leak
36         scanner.close();
37     }
38 }
39 }
```

Closes the scanner.