# Objective

Practice creating indefinite loop such as a while loop and also Random class

# Problem

Write a program that plays a fun game with the user. The program should generate a random number between a low and a high value entered by the user. Using the Random class generate a Random number between the low and the high, this would be the computer secret number. Then prompt the user repeatedly to guess the generated random number. When the user gives a wrong guess then your program should hint the user if the correct answer is higher or lower than the computer’s pick. Once the user guesses it correctly, then your program should print a message indicating the number of guesses that the user made. Your program should allow multiple games to be played by the same user.

Data validation

There are two types of the data validation

1. Must make sure that the min and max entered by the user are positive. This will be done in the prompt method.
2. When asking the player to enter a low and a high value, you must make sure that the low value is less than the high value. As long as the user is not entering the correct low and high keep prompting the user. This would be done using a while loop in the method called action. As long as the max value is less than min then the method prompt should be called.

# Requirements

You are required to implement the following methods. The algorithm for each method is given. You should implement the methods in the given order to avoid having a lot of syntax errors. Implement one method at a time, then compile.

1. main method: the required code for this method is provided
2. prompt method: This method asks the user for a positive integer. As long as a valid input is not provided keeps asking the user.
3. Interact method: Starts the interaction with the user such as asking the user’s name, …Please refer to the sample output.
4. Match method: this method compared two numbers and returns either one of the three strings: lower, higher, match
5. report method: this method displays the final result on the screen
6. funGame method: this method plays the game with the user. Refer to the given algorithm
7. action: starts running the code by calling the implemented methods.

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