

COMP 1409 Lab 9-b (4 points)

Take-home lab

For this lab you will work with Lab 9-a. Add the following method to class **Play**.

Method called guessTheNumber() . Here is the method signature:

```
public void guessTheNumber()
```

This method will do the following:

Generate a random number between 1 and 10 inclusive. Ask the user to guess the number. If the user's guess is higher than the number the method will display the message "too cold", if the user's guess is lower the method displays the message "too hot". To generate a random number you will need to use the Random class from the Java class library.

The method keeps a count of the number of guesses that the user makes. When the user guesses the random number the method displays the number of guesses. The method uses a while loop to implement the required functionality

Upload the lab to the appropriate D2L dropbox before the due time. A suggested solution will be discussed in class and labs not already in the dropbox will not receive any points.