

Credit Name: CSE 2110 Procedural Programming 1
Assignment Name: Chapter 5 Mastery GuessingGame

How has your program changed from planning to coding to now? Please explain?

Began by importing scanner to prepare for user input

```
//preparing for user input
Scanner input = new Scanner(System.in);
```

Declared int variable "secret", and initialized it as generating a random int between 1-20.

```
//Declare variable and generate random int between 1-20
int secret = (int)((20 - 1 + 1)* Math.random() + 1);
```

Prompt the user for a number guess (1-20), and record user input in a new declared variable "usernum"

```
//Prompt user for user's guess
System.out.print("Please enter a number between 1-20: ");

//Declare variable and record user input
int usernum = input.nextInt();
```

While true, using if-else statement, check if the number entered by the user matches the random number generated.

If true, display a winning message to the user. Break to stop while loop.

If false, prompt user to re-enter a guess, and save user input by overwriting usernum.

While loop remains true, thus repeating loop until user guesses correctly.

```
//while loop remains true, unless stopped by break.
while(true) {
    if (secret == usernum) { //Check if secret number is equal to user's guess.
        System.out.print("You won!"); //if true, display congratulatory message
        break; //break loop
    }

    else { //if false,
        System.out.println("WRONG. Try again."); //Display "wrong" message
        System.out.print("Please enter a number between 1-20: "); //Prompt user to re-enter guess
        usernum = input.nextInt(); //overwrite and record user input
    }
}
```