CSC 121 C
Lab 6

Week of 3/30/2020

This lab should be done in your pairs. If this is not possible, please communicate with me and we'll see what we can work out.

When is this due?
In the past, you would typically finish labs in the lab period (on a Thursday). If you didn't finish it during the lab period, you had until the start of the lab the next week to complete it. That policy will continue, so technically this isn't due until Thursday at 1:40 PM EDT next week. But it would be best, in terms of your keeping up with material, to try to complete it this week.

How can I work on this with my partner?
Please check the Online Procedures document on Moodle for advice on this.

How can I get checked off for this lab?
One of the lab assistants or I will be on call in the same way we were earlier in the semester: you may ask questions as needed, and when you're ready, we can check you off as having completed the lab.

The on-call schedule is on Thursday as follows (all times EDT):

- 10 AM – noon Taha
- Noon – 2 PM Cory
- 2 – 4 PM Helen
- 4 – 6 PM Nate
- 6 – 8 PM Steve

I hope some of these times on Thursday are ok with your schedule. If not, no problem! Please contact me and we'll find a time to work together.

The Zoom meeting link for the on-call hours this week is below:
https://zoom.us/j/437919725?pwd=amhudEdJL1l4T1JFUHBneGZmSGcyZz09

Please ***never*** post a Zoom or Meet link to a public place (e.g. social media).

If you have a question or are ready to be checked off, you can just click on that link. You will need to share your window with the assistant in the room as you talk together.

If you click on the link and are not let into the meeting right away, that means the assistant is with another pair of students right now and will be with you shortly. Thank you for your patience.

If there are problems with how this procedure works out, please let me know!

Consider the provided GuessingGame class. Your task is to write the play method so that you can play a "higher" or "lower" number guessing game with the computer. For example, observe the following, where the stuff in red is what the player types:

```
Welcome to Guesstron 4000EX+!!!!!
I'm thinking of a number between 1 and 100 (inclusive).
Try to guess it, and I'll say higher or lower.
Enter a number: 50
Lower!
Enter a number: 25
Higher!
Enter a number: 38
Higher!
Enter a number: 43
Lower!
Enter a number: 40
Higher!
Enter a number: 41
You got it!
It took you 6 guesses.
```

Notes:

- Of course, the secret number should be generated randomly each time, and the program should answer "higher", "lower", or "You got it!" correctly based on what the user types in.
- The program also keeps track of how many guesses the player has made.
- Don't forget to make the random number be between 1 and 100 inclusive! I'll check for this.
- Be careful with the ordering of your statements, both inside and outside of your while loop! That's the key to solving this problem.
- To read an integer from the keyboard (the player's guess), you'll need to use the Scanner class and the nextInt() method, as we discussed in class recently.
- Bear in mind the difference between the Scanner class and the Random class. The Scanner class has a nextInt() method. But this method has absolutely nothing to do with the nextInt() method defined in the Random class that you'll use to get a random number. You'll need to obtain a random number using the same approach we've done in class.