

Credit Name: CSE 2nd Language Programming Credit  
Assignment Name: #9 GuessingGame Assignment

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

In the planning stage, I planned to use the Scanner class for user input and determined how the program would prompt the user and display messages. However, I still used the Scanner class during coding to capture the user's guess. I utilized the Random class to generate a random secret number and designed the messages to be displayed based on whether the user's guess was correct.

```
Scanner scanner = new Scanner(System.in);
Random random = new Random();

// Step 1: Generate a secret number between 1 and 20
int secretNumber = random.nextInt(20) + 1;

// Step 2: Prompt the player for a number between 1 and 20
System.out.print("Guess the secret number (between 1 and 20): ");
int playerNumber = scanner.nextInt();

// Step 3: Compare the player's number to the secret number
System.out.println("Secret Number: " + secretNumber);
System.out.println("Your Guess: " + playerNumber);

// Step 4 and 5: Check if the player's number matches the secret number
if (playerNumber == secretNumber) {
    System.out.println("You Won!");
} else {
    System.out.println("Better luck next time.");
}

scanner.close();
}
```

I added a random generator and compared it to the user's guess "playnumber" and if "playerNumber" and "secretNumber" are the same it'll say "You won" and it'll display "Better luck next time" if the user did not get it correct.