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, during
coding, I still used the Scanner class 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 or not.

```java
        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();
    }
}
```