

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

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

Planning on this program had the same planning as Chapter 4 planning except adding multiple attempts for the user to guess the secret number, and coding now I've also realized depending on the number it'll tell the user to try a higher or lower number.

```
import java.util.Random;

public class GuessingGame
{
    public static void main(String[] args)
    {
        Scanner scanner = new Scanner(System.in);
        Random random = new Random();

        System.out.println("Welcome to the Guessing Game!");
        System.out.println("I have selected a secret number between 1 and 20.");

        int secretNumber = random.nextInt(20) + 1; // Generate a random number between 1 and 20
        int attempts = 0;
        boolean hasGuessedCorrectly = false;

        while (!hasGuessedCorrectly) {
            System.out.print("Enter your guess: ");
            int userGuess = scanner.nextInt();
            attempts++;

            if (userGuess < 1 || userGuess > 20) {
                System.out.println("Please guess a number between 1 and 20.");
            } else if (userGuess < secretNumber) {
                System.out.println("Try a higher number.");
            } else if (userGuess > secretNumber) {
                System.out.println("Try a lower number.");
            } else {
                System.out.println("Congratulations! You guessed the secret number "
                    + " in " + attempts + " attempts.");
                hasGuessedCorrectly = true;
            }
        }

        scanner.close();
    }
}
```

Prompting the user to type a number between 1 and 20 and depending on the number it'll program it to prompt the user to type a higher or lower number for the random secret number

generated. Once he is done guessing the secret number I will also display the amount of attempts the user needed to guess.