

Exercise 1: Hi Lo



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Write a program to play the “Hi Lo” game!

The computer thinks of a random number from 1 to 100, and the human player tries to guess it.

The player types in the guess and the computer prints “higher” or “lower” until the player narrows it down and gets it right.

<https://www.youtube.com/watch?v=oc9H8bo8yg0>

Helper Functions

You will need the helper functions given below. Create a class with a main, and type these in as-is. Don't worry about HOW they work. Just use them.

- `getInteger` waits for the user to type in a number and press enter
- `getRandom` returns a value from 0 to 100

```
public static int getInteger() {  
    java.util.Scanner in = new java.util.Scanner(System.in);  
    return in.nextInt();  
}
```

```
public static int getRandom() {  
    java.util.Random rand = new java.util.Random();  
    return rand.nextInt(100);  
}
```

Strategy

- Build the code up little by little. Test the pieces as you go.
- Print the random number when you get it – just for testing while you make the code.
- Try making the program “pleasing” with prompts and instructions.
- What features can you add? A guess count? A high score?
- When you are done submit your Java file to me for grading.
- If you get stuck then send me your questions!