

NumberGuesser01.java

```
1 /*
2  * Written by JJ Shepherd
3  */
4 import java.util.Scanner;
5 import java.util.Random;
6 public class NumberGuesser01 {
7
8     public static final int UPPER_NUMBER = 100;
9     public static void main(String[] args) {
10         Scanner keyboard = new Scanner(System.in);
11         Random r = new Random();
12         boolean playAgain = true;
13         do
14         {
15             int secretNumber = r.nextInt(UPPER_NUMBER);
16             System.out.println("I'm thinking of a number from 0 to "+(UPPER_NUMBER-1)+"\nGuess
the number!");
17             int guessNumber = 0;
18             boolean correctGuess = false;
19             while(!correctGuess)
20             {
21                 guessNumber = keyboard.nextInt();
22                 if(guessNumber > secretNumber)
23                 {
24                     System.out.println("That's too high!");
25                 }
26                 else if(guessNumber < secretNumber)
27                 {
28                     System.out.println("That's too low!");
29                 }
30                 else
31                 {
32                     System.out.println("That's correct!");
33                     correctGuess = true;
34                 }
35             }
36             System.out.println("Enter \"true\" to play again");
37             playAgain = keyboard.nextBoolean();
38         }while(playAgain);
39     }
40
41 }
42
```