

Programming Exercise 6.7

Over-Under Guessing Game, v.2.0

Purpose. Learn how to use loops.

Supplemental. Read about “randomizing” in www.rdb3.com/java/exercises/Gaming.supplemental.pdf.

Requirements. Rewrite your `OverUnder1.java` from exercise 6.6 as `OverUnder2.java`. Modify the program to allow the human player to guess again if their guess was not correct, and continue until it is correct.

Algorithm.

Get and store the number to be guessed (1-100) using the random number generator

Output the computer's challenge to the human, to try to guess the randomly-selected number

→ Loop starts here

Input and store the human's guess as a whole number

If the human's guess is EQUAL TO the randomly-selected number
Output the randomly-selected number with a label
Break from the loop

If the human's guess is LESS than the randomly-selected number
Output something like "That's too low -- guess again"

If the human's guess is GREATER than the randomly-selected number
Output something like "That's too high -- guess again"

← Loop back from here

Example. User input in blue:

```
I'm thinking of a number between 1 and 100. Guess what it is: 50
That's too high -- guess again: 25
That's too low -- guess again: 37
That's too high -- guess again: 31
That's too high -- guess again: 28
That's right -- it's 28
```