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# JAVA Fundamentals

Loops: Challenge

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## Guessing Game

What number am I thinking of? I'll give you a hint...it's between 1 and 1000! Yikes! Your task is to create a game that generates a random number for the user to guess. The user will continue guessing the number until they guess correctly! This will challenge you to use all the skills you have gained in this JAVA Fundamentals course. Take your time on this and make it as interactive as you can!

## Procedure

### Create a plan

1. Before you start doing any coding...take some time to think about how you want your game to behave.
2. Here are some questions to ask yourself:
  - a. What range of numbers do I want to have the user choose from?
  - b. Should I limit the number of guesses they are allowed?
  - c. How will the user know how many guesses remain?
  - d. What sort of help will I give them along the way?
  - e. Will I keep track of the number of guesses?
  - f. What if the user wants to play again?
  - g. Does something amazing happen if they guess on the first try?

### Imports, Variables, RNGs, and Loops

3. Once you have thought about your plan, you need to start importing classes, declaring variables, and thinking about loop structures.
  4. Take your time! Know that you are going to run into problems! It's okay! We are here to help!
  5. Have Fun!
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