Lesson 2: Magic 8-Ball!

Topics covered in this class:
1. Generating `random` numbers.
2. Using `if()` statements and variables.

Task:
Make a program that shows a simulated Magic 8-Ball.
- A standard Magic 8-Ball has 20 different responses, but in this lesson we'll only use 10.
- Every time you start the app it should show a random response

Breakdown of steps:
1. Write code to get a random number from 1 to 10.
   Note: If you want the random number to be a whole number (1, 2, 3, etc.) rather than a decimal (2.718281, 3.14159, etc.), put `(int)` *in front of the code to get a random integer.*

2. Use a variable to store the random number.
   Note: This should be set right at the start of running the app

3. Use `if()` statements to display a different response depending on what the random number is. An incomplete section of the code is shown below. in the example, `randomNumber` is the variable storing the random number:

```
if(randomNumber == 1) {
  //display one response
}
if(randomNumber == 2) {
  //display a different response
}
...
```
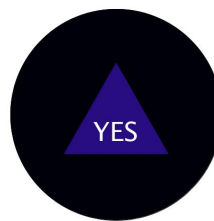
4. Copy the code above and write your own code to display 2 responses. These can be anything you like!, e.g: "Yes - definitely" or "Very doubtful".

5. Add more `if()` statements to display more responses

If you're finished early:
- Write code so that every time you click the mouse or press a key, a different response is displayed.

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