## Lesson 4: Number Guessing Game!

## Topics covered in this class:

1. Generating random numbers.
2. Using user-input

## Task:

Make a program where the player has to guess a random number, generated by the computer, between 0 and 10.

- Every time you start the app, a new random number should be generated.
- Your program should display whether the player's guess is higher (>=), equal to $(==)$, or lower ( $<=$ ) than the computer's number.


## Breakdown of steps:

1. Write code to get a random number from 0 to 10 and store this number using a variable.
2. Use void keyReleased () to check the user's input and if () statements to compare the player's guess to the computer's number

An incomplete section of the code is shown below. in the example, guess is the player's guess and number is the computer-generated random number:

```
void keyReleased() {
    if(guess >= number) {
        //display "Your guess is too high."
    }
}
```

3. Copy the code above and write the remaining possible conditions.

## If you're finished early:

- Edit your code to work for numbers between 1 and 100.

Hint: You'll need to store the user's input in a String variable

