

An Example of the Number Guessing Program Code

```
int x = (int)(Math.random() * 100 + 1);           //Create random# between 1 and 100
System.out.println(x);

Scanner keyboardReader = new Scanner(System.in); //input setup
System.out.print("Guess a number between 1 and 100: ");
int userGuess = keyboardReader.nextInt();

if(userGuess < x)
{System.out.print("Sorry, your guess was too low!");
}
if(userGuess > x)
{System.out.print("Sorry, your guess was too high!");
}
if(userGuess == x)
{System.out.print("WOW!!! You got it ... an amazing guesser!");
}

/*We should add some rules here for the "law-breakers"! */

if(userGuess < 1 || userGuess > 100)
{System.out.print("Your Guess must be between 1 and 100, sorry.");
}

/* Notice how the output gives both statments? Go back, edit the
 * original statements so that it only tells them that their guess
 * wasn't between 1 and 100. */
```

An Example of the Birthday Comparison Program Code

```
Scanner monthReader = new Scanner(System.in); // string needs new
System.out.print("What month is your birthday: ");
String userMonth = monthReader.nextLine();

if(userMonth.equals("March"))
    System.out.println("Mr. Henderson's birthday is in March also!");

//NOTICE: braces not need for 1 line!!!

else
    System.out.print("Thanks for sharing, Mr. Henderson's is in March.");

// This is all good until someone types in march (lower case).
// So, go back and change to userMonth.equalsIgnoreCase("March");
```

Code Example from Mr. Henderson's MYSTIC QUEST GAME

/ Lesson 9 Day 1 Example 2 - Using "Else-If" statements*

** Used when you may want input to determine a path you take*

** Mr. Henderson's new video game: THE MYSTIC QUEST */*

```
package Lesson09;
import java.util.*;          //MUST be above public class for input
public class Lesson9day2b
{
    public static void main (String args[])
    {
        System.out.println("Game Title: THE MYSTIC QUEST");
        System.out.println("Game Creator: MR. HENDERSON");
        System.out.println("");
        System.out.println("1. Jasmine: Queen of Ourlandia");
        System.out.println("2. Stephan: King of Ourlandia");
        System.out.println("3. Emilie: Princess of Ourlandia");
        System.out.println("4. Harold: Prince of Ourlandia");
        System.out.print("Choose which character you would like to be: ");

        Scanner getCharacter = new Scanner(System.in);
        int userCharacter = getCharacter.nextInt();

        if (userCharacter==1)
            System.out.println("Welcome Jasmine, Queen of Ourlandia!");
        else if (userCharacter==2)
            System.out.println("Welcome Stephan, King of Ourlandia!");
        else if (userCharacter==3)
            System.out.println("Welcome Emilie, Princess of Ourlandia!");
        else if (userCharacter==4)
            System.out.println("Welcome Harold, Prince of Ourlandia!");
        else
            System.out.println("I'm sorry, that is not a valid character!");

    }
}
```