

```

1 // Guessing game. Random number between 1 and 10
2 // Three chances to guess the number
3 // Uses a boolean flag for correct
4
5 import javax.swing.JOptionPane;
6
7 public class Guessing5 {
8
9     public static void main(String[] args) {
10
11         int myGuess = 0;
12         int counterGuess = 1;
13         boolean correct = false;
14
15         // A random number from 1 to 10 inclusive
16         int secretNumber = (int) (Math.random() * 10) + 1;
17
18         String myGuessSt = JOptionPane.showInputDialog(null, "Guess a number from 1 to
19 10" + "\n" + "You have 3 chances");
20         myGuess = Integer.parseInt(myGuessSt);
21         if (myGuess == secretNumber)
22             correct = true;
23
24         // while not correct and the counter is less than 3
25         while(!correct && counterGuess < 3){
26             myGuessSt = JOptionPane.showInputDialog(null, "Not correct. Guess again");
27             myGuess = Integer.parseInt(myGuessSt);
28             if (myGuess == secretNumber)
29                 correct = true;
30
31             // Increase the counter
32             counterGuess = counterGuess + 1;
33
34         } // end while
35
36         if(correct)
37             System.out.println("Congratulations! You did it in " + counterGuess + "
38             chances");
39         else
40             System.out.println("You did not guess correctly. The secret number was " +
41             secretNumber);
42
43     } // end main
44 }
45
46 =====
47 =
48
49 OUTPUT 1
50
51 ----jGRASP exec: java Guessing5
52 You did not guess correctly. The secret number was 8
53
54 ----jGRASP: operation complete.
55
56 OUTPUT 2
57
58 ----jGRASP exec: java Guessing5
59 Congratulations! You did it in 2 chances
60
61 ----jGRASP: operation complete.

```