

```

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         int secretNumber = (int) (Math.random() * 10) + 1;
16
17         String myGuessSt = JOptionPane.showInputDialog(null, "Guess a number from 1 to 10" + "\n" + "You have 3 c
hances");
18         myGuess = Integer.parseInt(myGuessSt);
19         if (myGuess == secretNumber)
20             correct = true;
21
22         while(!correct && counterGuess < 3){
23             myGuessSt = JOptionPane.showInputDialog(null, "Not correct. Guess again");
24             myGuess = Integer.parseInt(myGuessSt);
25             if (myGuess == secretNumber)
26                 correct = true;
27
28             counterGuess = counterGuess + 1;
29
30         } // end while
31
32         if(correct)
33             System.out.println("Congratulations! You did it in " + counterGuess + " chances");
34         else
35             System.out.println("You did not guess correctly. The secret number was " + secretNumber);
36
37     } // end main
38
39 }

```