



EASTERN UNIVERSITY, SRILANKA

SECOND EXAMINATION IN SCIENCE - 2004/2005

FIRST SEMESTER (Jan./Feb.,2006)

OC 251 - Java Programming (Practical)

Time: 2Hours

Write a program that plays “guess the number” as follows:

When the user clicks on **Play** JButton your program chooses the number to be guessed by selecting an integer at random in the range 1-10 and the program then displays “I have a number between 1 and 10” in a JLabel.

A JTextField should be used to input the guess. When the user clicks on the JButton **Answer** a JLabel should display either High or Low to help the user guess the correct answer. When the user gets the correct answer “Correct! “ should be displayed and the JTextField used for input should be changed to be uneditable. When the JButton **Paly** is clicked a new random number should be generated and the input JTextField changed to be editable.

Hint: Random is defined in the "java.util" library package, so any Java source file that uses Random must begin with a line of the form

```
import java.util.Random;
```

or

```
import java.util.*;
```

The expression `(int) (Math.random()*10)+1` , does the computation you need to select a random number between 1 and 10. Here the function `Math.random()` gives a real number between 0.0 and 0.9999...

Play

i have a number between 1 and 10

Guessed Number

Answer