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import java.util.Scanner;

class Randomizer {

    public static void main( String[] args) {
        boolean restart = false;
        while(!restart){ //this is so you can play again (extra credit part)
            int random_int = (int)(1+100*Math.random()); //this picks a number under 101
and above 0
            // System.out.println(random_int); this was here so i could test it
            int n;
            String r;
            boolean stop = false;
            while(!stop){ //this is so you can keep guessing if you get it wrong
                System.out.println(" Please make a guess between 1-100: ");
                Scanner guess = new Scanner(System.in); //let's the user input their guess
                n=guess.nextInt();
                String[] insults =
{"amateur", "animal", "ape", "baby", "backwoodsman", "bandit", "barbarian", "beast", "bedwe
tter", "beginner", "birdbrain"};
                String randomInsults = insults[(int)
Math.floor(Math.random()*insults.length)]; //a random array of insults

                if (n == random_int) {
                    System.out.print("You Gussed Correctly! :) "); //this if statement is
where you will be sent if you guess correctly
                    stop = true;
                    System.out.println("Would you like to play again? "); *see comments
                    r=guess.next();
                    if (r.equals("yes")){
                        restart = false;}
                    else System.exit(0); } //this ends the game if you don't want to play
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                else if (n < random_int && n > 0){
                    System.out.print("Too Low! "); //if you guess too low
                    System.out.print("You " + randomInsults + "!");
                }
                else if (n > random_int && n < 101){ // the reason both this and the
low function are built this way are becasue if you are guessing between 1-100 you
want the answers outside of that to be errors and not too high or too low
                    System.out.print("Too High! ");
                    System.out.print("You " + randomInsults + "!"); }
                else {
                    System.out.print("ERROR ");
                    System.out.print("You " + randomInsults + "!");
                }
            }
        }
    }
}

```