

```
package

{

    import flash.display.MovieClip;

    import flash.events.MouseEvent;


    public class Main extends MovieClip

    {

        // this code was written by Tyler Jaggers at Overidon.com
        // please use this for entertainment and education uses only


        var openMessage:String;

        var trueMysteryNumber:uint;

        var yourMysteryNumber:uint;

        var compGuess:uint;

        var setPhase:uint;

        var actualGuess:uint;

        var remainingGuesses:int;

        var guessCount:uint;


        public function Main()

        {
```

```
        init();  
    }
```

```
function init():void  
{
```

```
    // initialize my variables  
  
    openMessage = "Please input your mystery number..." + "\n" + "...then push the  
enter button." + "\n" + "don't worry I won't peek!";  
  
    yourMysteryNumber_txt.text = "";  
  
    yourMysteryNumber_txt.restrict = "0-9";  
  
    stage.focus = yourMysteryNumber_txt;  
  
    setPhase = 1;  
  
  
  
  
  
  
  
  
  
  
    // initialize computer's first guess  
  
    // this should always be a random number  
  
    // .. between 40 and 60: this is because  
  
    // the computer wants to split the potentials in half early
```

```
compGuess = Math.round((Math.random() * 20) + 40);
```

```
actualGuess = compGuess;
```

```
remainingGuesses = 10;
```

```
guessCount = 1;
```

```
// now show the output of the remaining guesses
```

```
remainingGuesses_txt.text = String(remainingGuesses);
```

```
// set up the text fields bro
```

```
computerPromptOutput_txt.text = openMessage;
```

```
// Prep your buttons
```

```
// first activate the enter button
```

```
// we do this because if this is a repeat play
```

```
// the enter button may be invisible
```

```
enterButton.enabled = true;
```

```
enterButton.alpha = 1;
```

```
enterButton.visible = true;
```

```
// add an event listener for the enterButton
```

```
enterButton.addEventListener(MouseEvent.CLICK,  
    onEnterButtonClick);
```

```
// add event listeners for the higher or lower buttons
```

```
higherButton.addEventListener(MouseEvent.CLICK,  
    onHigherButtonClick);
```

```
lowerButton.addEventListener(MouseEvent.CLICK,  
    onLowerButtonClick);
```

```
// add event listener for the "wayOffButton"
```

```
wayOffButton.addEventListener(MouseEvent.CLICK,  
    onWayOffButtonClick);
```

```
// add event listener for the "PlayAgainButton"
```

```
playAgainButton.addEventListener(MouseEvent.CLICK,
```

```
onPlayAgainButtonClick);
```

```
// add event listener for the "WinButton"
```

```
winButton.addEventListener(MouseEvent.CLICK,  
    onWinButtonClick);
```

```
}
```

```
function onEnterButtonClick(event:MouseEvent):void
```

```
{
```

```
    trueMysteryNumber = uint(yourMysteryNumber_txt.text);
```

```
    // trace for debugging purposes
```

```
    // all tracing is turned to comment code for the finished product
```

```
    // you should deactivate comment mode for tracing if you want to debug
```

```
    // trace(("The true mystery number is: ") + trueMysteryNumber);
```

```
    // the computer takes a guess
```

```
    computerPromptOutput_txt.text = "Ok...my first guess is..." + actualGuess +  
    "\n" +
```

```
    "Am I right?";
```

```
    // set the phase to 2
```

```
remainingGuesses--;
```

```
remainingGuesses_txt.text = String(remainingGuesses);
```

```
setPhase = 2;
```

```
enterButton.alpha = 0.0;
```

```
enterButton.enabled = false;
```

```
enterButton.visible = false;
```

```
}
```

```
// this program was made at overidon.com
```

```
// these relate to the higher and lower buttons
```

```
// note how Math.random() was used to add some
```

```
// flair.
```

```
function onHigherButtonClick(event:MouseEvent):void
```

```
{
```

```
    // trace("higher button was pressed");
```

```
        actualGuess = actualGuess + (actualGuess - (actualGuess / 2)) +  
Math.round(Math.random() * 1);
```

```
        if (actualGuess > 100) {  
            actualGuess = 100;  
        }
```

```
        // trace(actualGuess);
```

```
        computerPromptOutput_txt.text = "Higher, that's interesting." + "\n" + "How  
about the number..." + (actualGuess) + "?";
```

```
        guessCount++;
```

```
        // trace(guessCount);
```

```
        remainingGuesses--;
```

```
        // trace(remainingGuesses);
```

```
        remainingGuesses_txt.text = String(remainingGuesses);
```

```
    }
```

```
function onLowerButtonClick(event:MouseEvent):void
```

```

    {

        // trace("lower button was pressed");

        actualGuess = (actualGuess - (actualGuess / 2)) - Math.round(Math.random() *

3);

        // trace(actualGuess);

        computerPromptOutput_txt.text = "Lower huh?" + "\n" + "How about..." +

(actualGuess) + "?";

        guessCount++;

        // trace(guessCount);

        remainingGuesses --;

        // trace(remainingGuesses);

        remainingGuesses_txt.text = String(remainingGuesses);

    }

function onWayOffButtonClick(event:MouseEvent):void
{

```



```

        // trace("WayOffButton was pressed");

        actualGuess = Math.round((Math.random() * 7) + 30);

        // trace(actualGuess);

        computerPromptOutput_txt.text = "Whoops! I'm way off...hmmm" + "\n" + "Is "
+ (actualGuess) + " any closer?";

        guessCount++;

        // trace(guessCount);

        remainingGuesses --;

        // trace(remainingGuesses);

        remainingGuesses_txt.text = String(remainingGuesses);

    }

    function onWinButtonClick(event:MouseEvent):void
    {

        computerPromptOutput_txt.text = "Wooo! So the number, " + (actualGuess) +
"" was the right number?" +

        "\n" + "Cool! I thought I'd never guess it right! Play again?";

```

```
remainingGuesses = 0;
```

```
}
```

```
function onPlayAgainButtonClick(event:MouseEvent):void
```

```
{
```

```
    init();
```

```
}
```

```
}
```

```
}
```