

```
1  /**
2   * @(#)Guess_number.java
3   *
4   * Guess_number application
5   *
6   * @author
7   * @version 1.00 2023/7/16
8   */
9  import java.util.Random ;
10 import java.util.Scanner ;
11
12 class Game{
13     int computer_input;
14     int user_input ;
15     int noOfGuess = 0 ;
16
17     public int getnoOfGuess(){
18         return noOfGuess ;
19     }
20     public void setnoOfGuess(int noOfGuess){
21         this.noOfGuess = noOfGuess ;
22     }
23     Game(){
24         Random random = new Random();
25         computer_input = random.nextInt(100) ;
26     }
27     public void user_input(){
28         System.out.println("Guess a number:");
29         Scanner sc = new Scanner(System.in);
30         user_input = sc.nextInt() ;
31     }
32     public boolean isCorrectNo(){
33         noOfGuess++ ;
34         if(user_input == computer_input){
35             System.out.format("You guessed right.The number is %d\nYou guessed it at %d
36 attempts\n",computer_input,noOfGuess) ;
37             return true ;
38         }
39         else if(user_input > computer_input){
40             System.out.println("Too high...");
41         }
42         else if(user_input < computer_input){
43             System.out.println("Too low...");
44         }
45         return false ;
46     }
47 }
48 public class Guess_number {
49     public static void main(String[] args) {
50         Game g = new Game();
51         boolean b = false ;
52         while(!b){
53             g.user_input() ;
54             g.isCorrectNo();
55         }
56     }
57 }
58
```

General Output

```
-----Configuration: Guess_number - JDK version -19 <Default> - <Default>-----  
Guess a number:  
40  
Too high...  
Guess a number:  
35  
Too high...  
Guess a number:  
30  
Too high...  
Guess a number:  
25  
Too high...  
Guess a number:  
20  
Too high...  
Guess a number:  
10  
Too low...  
Guess a number:  
15  
Too low...  
Guess a number:  
18  
Too high...  
Guess a number:  
17  
You guessed right.The number is 17  
You guessed it at 9 attempts  
Guess a number:
```