**Xml**

<?xml version="1.0" encoding="utf-8"?>

<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res/android"

xmlns:app="http://schemas.android.com/apk/res-auto"

xmlns:tools="http://schemas.android.com/tools"

android:layout\_width="match\_parent"

android:layout\_height="match\_parent"

tools:context=".MainActivity">

<RelativeLayout

android:layout\_width="409dp"

android:layout\_height="729dp"

android:background="#F3A68E"

app:layout\_constraintBottom\_toBottomOf="parent"

app:layout\_constraintEnd\_toEndOf="parent"

app:layout\_constraintHorizontal\_bias="1.0"

app:layout\_constraintStart\_toStartOf="parent"

app:layout\_constraintTop\_toTopOf="parent">

<TextView

android:id="@+id/textView"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:layout\_alignParentStart="true"

android:layout\_alignParentLeft="true"

android:layout\_alignParentTop="true"

android:layout\_marginStart="77dp"

android:layout\_marginLeft="77dp"

android:layout\_marginTop="47dp"

android:background="#FF9100"

android:text="GUESS THE NUMBER"

android:textSize="30sp" />

<TextView

android:id="@+id/textView2"

android:layout\_width="391dp"

android:layout\_height="68dp"

android:layout\_alignParentStart="true"

android:layout\_alignParentLeft="true"

android:layout\_alignParentTop="true"

android:layout\_marginStart="21dp"

android:layout\_marginLeft="21dp"

android:layout\_marginTop="147dp"

android:text="I am thinking a number between 1 to 100. Can you guess what it is ?"

android:textSize="24sp"

app:layout\_constraintEnd\_toEndOf="parent"

app:layout\_constraintStart\_toStartOf="parent" />

<EditText

android:id="@+id/editId"

android:layout\_width="348dp"

android:layout\_height="67dp"

android:layout\_alignParentTop="true"

android:layout\_alignParentEnd="true"

android:layout\_alignParentRight="true"

android:layout\_marginTop="271dp"

android:layout\_marginEnd="30dp"

android:layout\_marginRight="30dp"

android:ems="10"

android:gravity="center"

android:hint="ENTER"

android:inputType="numberDecimal" />

<Button

android:id="@+id/button"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:layout\_alignParentEnd="true"

android:layout\_alignParentRight="true"

android:layout\_alignParentBottom="true"

android:layout\_marginEnd="152dp"

android:layout\_marginRight="152dp"

android:layout\_marginBottom="266dp"

android:onClick="clickFunction"

android:text="GUESS"

android:textSize="30sp"

app:layout\_constraintEnd\_toEndOf="parent"

app:layout\_constraintStart\_toStartOf="parent" />

</RelativeLayout>

**Java**

package com.example.guessthenumber;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;

import android.view.View;

import android.widget.EditText;

import android.widget.Toast;

public class MainActivity extends AppCompatActivity {

int result;

static int getRandomNumber(int max, int min)

{

return (int)((Math.random()

\* (max - min)) + min);

}

public void makeToast(String str)

{

Toast.makeText(

MainActivity.this,

str,

Toast.LENGTH\_SHORT)

.show();

}

public void clickFunction(View view)

{

int userGuessing;

EditText variable

= (EditText)findViewById(

R.id.editId);

userGuessing

= Integer.parseInt(

variable

.getText()

.toString());

if (userGuessing < result) {

makeToast("Think of Higher Number,

Try Again");

}

else if (userGuessing > result) {

makeToast("Think of Lower Number,

Try Again");

}

else {

makeToast(

"Congratulations,"

+" You Got the Number");

}

}

@Override

protected void onCreate(

Bundle savedInstanceState)

{

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

int min = 1;

int max = 100;

result = getRandomNumber(min, max);

}

}