TASK2:

```java
package ELliteTech;
import java.util.Scanner;
import java.util.Random;
public class Task2 {

    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        Random random = new Random();

        // Generate a random number between 1 and 100
        int randomNumber = random.nextInt(100) + 1;
        int attempts = 0;
        int userGuess = -1;

        System.out.println("Welcome to the Guess the Number Game!");
        System.out.println("I have selected a number between 1 and 100. Can you
guess it?");
        System.out.println("Enter -1 anytime to quit the game.");

        // Loop until the user guesses the number or chooses to quit
        while (userGuess != randomNumber) {
            System.out.print("Enter your guess: ");
            if (scanner.hasNextInt()) {
                userGuess = scanner.nextInt();
                if (userGuess == -1) {
                    System.out.println("You quit the game. Better luck next
time!");

                    break;
                }
                attempts++;
                if (userGuess < randomNumber) {
                    System.out.println("Too low! Try again.");
                } else if (userGuess > randomNumber) {
                    System.out.println("Too high! Try again.");
                } else {
                    System.out.println("Congratulations! You've guessed the
number.");

                    System.out.println("It took you " + attempts + " attempts to
guess the number.");
                }
            } else {
                System.out.println("Invalid input. Please enter a number.");
                scanner.next(); // Clear the invalid input
            }
        }

        scanner.close();
    }
}
```

OUTPUT:

```
Welcome to the Guess the Number Game!
I have selected a number between 1 and 100. Can you guess it?
Enter -1 anytime to quit the game.
Enter your guess: 1
Too low! Try again.
Enter your guess: -1
You quit the game. Better luck next time!
```