

```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5
6  namespace ConsoleApplication19
7  {
8      class GuessNumber:BaseGame
9      {
10         private int targetNumber;
11         private int chances;
12
13         public GuessNumber() {
14             getRandomNumber();
15             chances = 5;
16         }
17
18         public GuessNumber(int score, int coin, string uname, int chances)
19             : base(score, coin, uname) {
20             getRandomNumber();
21             this.chances = chances;
22         }
23
24         private void getRandomNumber() {
25             Random rnd = new Random();
26             targetNumber = rnd.Next(1000);
27         }
28
29
30
31     }
32 }
33
```