**Lab Goal :**   The lab was designed to teach you how to use a do while loop as well as how to use &&, ||, and !.

**Lab Description :**    Create a guessing game that allows you to enter the number of numbers in the guessing game.   The game will randomly( `Math.random()` ) pick a number in the range provided and then allow you to guess the number.    The game will keep track of the number of guesses and tell you what percentage of the time you guessed incorrectly.

**Sample Data :**
shown below

**Files Needed ::**
`GuessingGame.java`
`GuessRunner.java`

**Sample Output :**
```
Guessing Game - how many numbers? 5
Enter a number between 1 and 5 1
Enter a number between 1 and 5 2
Enter a number between 1 and 5 3

It took 3 guesses to guess 3.
You guessed wrong 40 percent of the time.



Do you want to play again? y
Guessing Game - how many numbers? 5
Enter a number between 1 and 5 -3
Number out of range!
Enter a number between 1 and 5 9
Number out of range!
Enter a number between 1 and 5 1
Enter a number between 1 and 5 2
Enter a number between 1 and 5 3
Enter a number between 1 and 5 4

It took 4 guesses to guess 4 .
You guessed wrong 60 percent of the time.



Do you want to play again? y
Guessing Game - how many numbers? 20
Enter a number between 1 and 20 1
Enter a number between 1 and 20 2
Enter a number between 1 and 20 3
Enter a number between 1 and 20 4
Enter a number between 1 and 20 5
Enter a number between 1 and 20 6
Enter a number between 1 and 20 7
Enter a number between 1 and 20 8

It took 8 guesses to guess 8 .
You guessed wrong 35 percent of the time.


Do you want to play again? n
```