```java
//importing the package

import java.util.Scanner;

//creating class

class GuessRandomNumber{

        //creating scanner class for taking input

        Scanner sc=new Scanner(System.in);

        //random number

        int number=(int)(100*Math.random());

        //initializing guess,i


        int guess,i;

        //repeting k number of times until we found the guess

        int k=sc.nextInt();

        //method for guessing randoom number

        void guessRandomNumber(){

                //iterating k times

                for(i=0;i<k;i++){

                                //finding the random number

                int guess=sc.nextInt();

                        if(guess==number){

                                System.out.println("Congrats you guessed the random number");

                                //break it will not go for another iteration

                                break;

                        }

                        else if(guess>number){
```

```java
                    System.out.println("guess number is greater then random number");
                }
                else{
                    System.out.println("guess number is smaller then random number");
                }
            }
            if(i==k){
                System.out.println("k iterations are completed");
            }
        }
    }
}


public class Main {
    public static void main(String[] args) {

        GuessRandomNumber guessrandomnumber=new GuessRandomNumber();
        guessrandomnumber.guessRandomNumber();
    }
}
```