**package** guessinggame;  
\* Java game “Guess a Number” that allows user to guess a random number that has been generated.  
\*/  
**import** javax.swing.\*;  
   
**public** **class** **GuessingGame** {  
    **public** **static** **void** **main**(String[] args) {  
        **int** computerNumber = (**int**) (Math.random()\*100 + 1);  
        **int** userAnswer = 0;  
        System.out.println("The correct guess would be " + computerNumber);  
        **int** count = 1;  
  
        **while** (userAnswer != computerNumber)  
        {  
            String response = JOptionPane.showInputDialog(**null**,  
                "Enter a guess between 1 and 100", "Guessing Game", 3);  
            userAnswer = Integer.parseInt(response);  
            JOptionPane.showMessageDialog(**null**, ""+ determineGuess(userAnswer, computerNumber, count));  
            count++;  
        }    
    }  
  
    **public** **static** String **determineGuess**(**int** userAnswer, **int** computerNumber, **int** count){  
        **if** (userAnswer <=0 || userAnswer >100) {  
            **return** "Your guess is invalid";  
        }  
        **else** **if** (userAnswer == computerNumber ){  
            **return** "Correct!\nTotal Guesses: " + count;  
        }  
        **else** **if** (userAnswer > computerNumber) {  
            **return** "Your guess is too high, try again.\nTry Number: " + count;  
        }  
        **else** **if** (userAnswer < computerNumber) {  
            **return** "Your guess is too low, try again.\nTry Number: " + count;  
        }  
        **else** {  
            **return** "Your guess is incorrect\nTry Number: " + count;  
        }  
    }  
}