**import** java.util.Scanner;

**import** java.util.Random;

**public** **class** up\_down\_game {

**public** **static** **void** main (String [] args) {

Scanner rd = **new** Scanner (System.***in***);

Random r = **new** Random();

**char** yon = 'l';

**while** (**true**) {

**int** user;

**int** low = 0;

**int** high = 99;

**int** cnt = 0;

**int** k = r.nextInt(100);

**if** (yon == 'n')

**break**;

System.***out***.println("수를 결정하였습니다. 맞추어보세요");

**while** (**true**) {

System.***out***.println(low + "-" + high);

cnt++;

System.***out***.print(cnt + ">>");

user = rd.nextInt();

**if** (user > k) {

System.***out***.println("더 낮게");

high = user;

}

**else** **if** (user < k) {

System.***out***.println("더 높게");

low = user;

}

**else** {

System.***out***.println("맞았습니다.");

System.***out***.print("다시하시겠습니까(y/n)>>");

**if** (rd.next().equals("y"))

**break**;

**else**

yon = 'n'; **break**;

}

}

}

}

}