**Problem Statement**

The fun and easy project "Guess the Number" is a short Java project that allows the user to guess the number generated by the computer & involves the following steps:

1.⁠ ⁠The system generates a random number from a given range, say 1 to 100.

2.⁠ ⁠The user is prompted to enter their given number in a displayed dialogue box.

3.⁠ ⁠The computer then tells if the entered number matches the guesses number or it is higher/lower than the generated number.

4.⁠ ⁠The game continues under the user guessing the number. You can also incorporate further details as:

•⁠ ⁠Limiting the number of attempts.

•⁠ ⁠Adding more rounds.

•⁠ ⁠Displaying score.

•⁠ ⁠Giving points based on the number of attempts.