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// GAME.cpp : Defines the entry point for the console application.
//

#include "stdafx.h"
#include<iostream>
#include <cstdlib>
#include <ctime>

int _tmain(int argc, _TCHAR* argv[])
{
    // Seed the random number generator
    std::srand(static_cast<unsigned int>(std::time(nullptr)));

    int targetNumber = std::rand() % 100 + 1;
    int userGuess;
    int attempts = 0;

    std::cout << "Welcome to the Number Guessing Game!" << std::endl;
    std::cout << "I have selected a random number between 1 and 100. Try to guess it!" <<
std::endl;

    while (true) {
        std::cout << "Enter your guess: ";
        std::cin >> userGuess;
        attempts++;

        if (userGuess < targetNumber) {
            std::cout << "Too low! Try again." << std::endl;
        } else if (userGuess > targetNumber) {
            std::cout<<"too high ! try again ."<< std::endl;
        }
        else {
            std :: cout<< "congratulations! you guessed the number" <<
targetNumber << " in"<< attempts << "attempts."<< std::endl;
            break;
        }
        }
        system("pause");
        return 0;
    }
}

```