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.

Source Code

A screenshot of a computer

Description automatically generatedA screenshot of a computer

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