```java
import java.util.Random;

import java.util.Scanner;


public class GuessingGame {


    public static void main(String[] args) {

        Scanner scanner = new Scanner(System.in);

        Random random = new Random();


        System.out.println("Welcome to the Guessing Game!");


        while (true) {

            // Set the range for the random number

            int lowerLimit = 1;

            int upperLimit = 100;

            int secretNumber = random.nextInt(upperLimit - lowerLimit + 1) + lowerLimit;


            // Set the maximum number of attempts

            int maxAttempts = 10;

            int attempts = 0;


            while (attempts < maxAttempts) {

                System.out.print("Guess the number between " + lowerLimit + " and " + upperLimit + ": ");

                int userGuess = scanner.nextInt();


                if (userGuess == secretNumber) {

                    System.out.println("Congratulations! You guessed the correct number " + secretNumber +

                        " in " + (attempts + 1) + " attempts.");

                    break;

                } else if (userGuess < secretNumber) {

                    System.out.println("Too low! Try again.");
```

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        } else {
            System.out.println("Too high! Try again.");
        }


        attempts++;
    }


    System.out.print("Do you want to play again? (yes/no): ");
    String playAgain = scanner.next().toLowerCase();
    if (!playAgain.equals("yes")) {
        break;
    }
}


System.out.println("Thank you for playing!");
scanner.close();
    }
}
```