import java.util.random.\*;

import java.util.Random;

import java.util.Scanner;

public class NumberGame {

  public static void main(String[] args) {

    Scanner reader = new Scanner(System.in);

    String play = "yes";

    // while loop to determine if we are going to play the game again

    while (play.equals("yes")) {

      Random rand = new Random();

      int randNum = rand.nextInt(100);

      int guess = -1;

      int tries = 0;

      // while loop to check if the game is over

      while (guess != randNum) {

        System.out.println("Guess a number between 1 and 100:");

        guess = reader.nextInt();

        tries++;

        if (guess == randNum) {

          System.out.println("Awesome! You guessed the number !");

          System.out.println("It only took you " + tries + " guesses!");

          System.out.println("Would you like to play again? Yes or No: ");

          play = reader.next().toLowerCase();

        } else if (guess > randNum) {

          System.out.println("Your guess is too high, try again.");

        } else {

          System.out.println("Your guess is too low, try again.");

        }

      }

    }

    reader.close();

  }

}