import java.util.Random**;**import java.util.Scanner**;**import javax.swing.\***;** class Game {  
 int no**;** static int *compno***,** *count* = **1;** Scanner sc = new Scanner(System.*in*)**;** public void generated\_no(){  
 Random rand = new Random()**;** *compno* = rand.nextInt(**100**)**;** }  
  
 public void dialoguebox() {  
 try{  
 while (no != *compno*){  
 String no1 = JOptionPane.*showInputDialog*(null**,** "Enter the number")**;** no = Integer.*parseInt*(no1)**;** JOptionPane.*showMessageDialog*(null**,** " " + *condition*(no))**;** *count*++**;** }  
 } catch(Exception e){  
  
 }  
 }  
  
 public static String condition(int no2){  
 if(no2 == *compno*){  
 return "Number you have guessed is correct \n Number of Guesses are:" +*count***;** } else if (no2 < *compno*) {  
 return "Number is too Low !!! \n Number of attempts are :" +*count***;** } else if (no2 > *compno*){  
 return "Number is too High !!! \n Number of attempts are:" +*count***;** }  
 return null**;** }  
  
}  
  
public class Numberguessing{  
 public static void main (String [] args){  
  
 Game g = new Game()**;** g.generated\_no()**;** g.dialoguebox()**;** }  
}