This assignment involves creating a guessing game program where the program randomly selects a number between 1 and 10, and the user has to guess the number in a limited number of tries. The program name should be NumberGuessing.

The program should do the following:

* Prompt the user to input the maximum number of tries they will have to guess the number.
* Generate a random number between 1 and 10.
* Prompt the user to input guesses (up to the maximum number of tries), and provide feedback on whether each guess is too low or too high.
* If the user guesses correctly, display a congratulatory message and display the number of tries it took the user to guess correctly.
* If the user does not guess the number within the maximum number of tries, display a message revealing the correct number.

To generate a random number between 1 and 10 you can use the following code:

number = 1 + (int)( 10 \* Math.random() );

The program dialogue should look similar to the following:

A screenshot of a computer program

AI-generated content may be incorrect.

A screenshot of a computer program

AI-generated content may be incorrect.

Please submit your NumberGuessing.java source file and screen shots of program execution for a program run in which the correct number is not guessed and a program run in which the correct number is guessed. Do not submit any other files.

Be sure to use good programming style with meaningful variable names, source code comments, indentation.