```java
1 package prathik;
2 import java.util.Random;
4
5 public class NumberGame {
6     public static void main(String[] args) {
7         Scanner input = new Scanner(System.in);
8         Random rand = new Random();
9         int lowerBound = 1;
10        int upperBound = 100;
11        int numberToGuess = rand.nextInt(upperBound - lowerBound + 1) + lowerBound;
12        int numberOfTries = 0;
13        System.out.println("Welcome to the Number Guessing Game!");
14        System.out.println("I'm thinking of a number between " + lowerBound + " and " +
   upperBound + ".");
15        while (true) {
16            System.out.print("Guess the number: ");
17            int userGuess = input.nextInt();
18            numberOfTries++;
19            if (userGuess == numberToGuess) {
20                System.out.println("Congratulations! You guessed the number in " +
   numberOfTries + " tries.");
21                break;
22            }
23            else if (userGuess < numberToGuess) {
24                System.out.println("Try a higher number.");
25            }
26            else {
27                System.out.println("Try a lower number.");
28            }
29        }
30        input.close();
31    }
32 }
33
```