```cpp
#include <iostream>
#include <cstdlib>  // for rand() and srand()
#include <ctime>   // for time()
using namespace std;

int main() {
    // Seed the random number generator
    srand(time(0));

    int randomNumber = rand() % 100 + 1;  // Random number between 1 and 100
    int guess;

    cout << "Welcome to the Number Guessing Game!" << endl;
    cout << "I have chosen a number between 1 and 100." << endl;
    cout << "Try to guess it!" << endl;

    do {
        cout << "Enter your guess: ";
        cin >> guess;

        if (guess > randomNumber) {
            cout << "Too high! Try again." << endl;
        } else if (guess < randomNumber) {
            cout << "Too low! Try again." << endl;
        } else {
            cout << "?? Congratulations! You guessed the correct number: "
                << randomNumber << endl;
        }

    } while (guess != randomNumber);
```

```
    return 0;

}
```