**import** javax.swing.\*;

**public** **class** GuessingGame {

**public** **static** **void** main(String[] args) {

**int** computerNumber = (**int**) (Math.*random*()\*100 + 1);

**int** userAnswer = 0;

System.***out***.println("The correct guess would be " + computerNumber);

**int** count = 1;

**while** (userAnswer != computerNumber)

{

String response = JOptionPane.*showInputDialog*(**null**,

"Enter a guess between 1 and 100", "Guessing Game", 3);

userAnswer = Integer.*parseInt*(response);

JOptionPane.*showMessageDialog*(**null**, ""+ *determineGuess*(userAnswer, computerNumber, count));

count++;

}

}

**public** **static** String determineGuess(**int** userAnswer, **int** computerNumber, **int** count){

**if** (userAnswer <=0 || userAnswer >100) {

**return** "Your guess is invalid";

}

**else** **if** (userAnswer == computerNumber ){

**return** "Correct!\nTotal Guesses: " + count;

}

**else** **if** (userAnswer > computerNumber) {

**return** "Your guess is too high, try again.\nTry Number: " + count;

}

**else** **if** (userAnswer < computerNumber) {

**return** "Your guess is too low, try again.\nTry Number: " + count;

}

**else** {

**return** "Your guess is incorrect\nTry Number: " + count;

}

}

}