```
// Java program for the above approach
import java.util.Scanner;

public class GFG {

    // Function that implements the
    // number guessing game
    public static void
    guessingNumberGame()
    {
        // Scanner Class
        Scanner sc = new Scanner(System.in);

        // Generate the numbers
        int number = 1 + (int)(100
                                * Math.random());

        // Given K trials
        int K = 5;

        int i, guess;

        System.out.println(
            "A number is chosen"
            + " between 1 to 100."
            + "Guess the number"
            + " within 5 trials.");

        // Iterate over K Trials
        for (i = 0; i < K; i++) {
```

```
            System.out.println(
                    "Guess the number:");

            // Take input for guessing
            guess = sc.nextInt();

            // If the number is guessed
            if (number == guess) {
                    System.out.println(
                            "Congratulations!"
                            + " You guessed the number.");
                    break;
            }
            else if (number > guess
                            && i != K - 1) {
                    System.out.println(
                            "The number is "
                            + "greater than " + guess);
            }
            else if (number < guess
                            && i != K - 1) {
                    System.out.println(
                            "The number is"
                            + " less than " + guess);
            }
    }

    if (i == K) {
            System.out.println(
                    "You have exhausted"
                    + " K trials.");
```

```
                        System.out.println(
                                "The number was " + number);
                }
        }

        // Driver Code
        public static void
        main(String arg[])
        {

                // Function Call
                guessingNumberGame();
        }
}
```