import java.util.Random;

import java.util.Scanner;

public class RandomNumGame {

public static void main(String[] args) {

Scanner sc = new Scanner(System.in);

int round = 1;

int totalScore = 0;

String playAgain;

do {

int attempt = 5; // limit of attempts

int score = 100; // starting score for each round

Random random = new Random();

int randomNumber = random.nextInt(100) + 1;

System.out.println("Round " + round + ":");

// for testing purposes

// System.out.println("Generated Number: " + randomNumber);

while (attempt > 0) {

System.out.println("Enter your guess (1 to 100): ");

int userNum = sc.nextInt();

attempt--;

if (userNum == randomNumber) {

System.out.println("Congrats! You guessed correctly! Your score: " + score);

totalScore += score;

break;

} else if (userNum < randomNumber) {

System.out.println("Too low! Try again. Attempts left: " + attempt);

} else {

System.out.println("Too high! Try again. Attempts left: " + attempt);

}

score -= 15; // reduce score for each wrong guess

}

if (attempt == 0) {

System.out.println("Sorry, you're out of attempts. The number was: " + randomNumber);

}

System.out.println("Your total score so far: " + totalScore);

System.out.println("Do you want to play another round? : ");

playAgain = sc.next();

if (playAgain.equalsIgnoreCase("yes")) {

round++;

}

else{break;}

} while (playAgain.equalsIgnoreCase("yes"));

System.out.println("Game over! Your final score: " + totalScore);

}

}