```
1 import java.sql.SQLOutput;
 2 import java.util.Random;
 3 import java.util.Scanner;
 4
 5 public class Main{
       public static void main(String[]args){
 6
 7
           Scanner scanner = new Scanner(System.in);
 8
           Random random = new Random();
 9
           int score = 0;
10
11
           boolean playAgain = true;
12
13
           while (playAgain){
14
               int numberToGuess = random.nextInt(100
   ) + 1;
15
               int maxAttempts = 5;
16
               int attempts = 0;
17
               boolean correctGuess = false;
18
19
               System.out.println("Welcome to the number
    quessing game!");
20
               System.out.println("Guess the number
   between 1 and 100");
21
               System.out.println("you have" +
  maxAttempts + "attempts");
22
23
               while (attempts < maxAttempts && !</pre>
   correctGuess){
                   System.out.println("Enter your guess
24
   :");
25
                    int guess = scanner.nextInt();
26
27
                   attempts++;
28
29
                   if (quess == numberToGuess){
30
                        System.out.println("
   Comgratulations! You guessed the number in " +
   attempts + "attempts");
31
32
                        correctGuess = true;
33
                        score++;
```

```
} else if (guess < numberToGuess) {</pre>
34
35
                        System.out.println("Too low");
                    }
36
37
                      else{
38
                        System.out.println("Too high");
                    }
39
40
                }
               if (!correctGuess){
41
42
                    System.out.println("Sorry , you ran
   out of attempts. The number was" + numberToGuess);
43
                }
44
               System.out.println("Do you want to play
   again?");
45
               String answer = scanner.next();
               playAgain = answer.equalsIgnoreCase("yes"
46
   );
           }
47
48
49
           System.out.println("Your final score is:" +
   score);
           scanner.close();
50
51
       }
52 }
```