**import java.util.Random;**

**import java.util.Scanner;**

**public class NumberGuessingGame {**

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

**Scanner scanner = new Scanner(System.in);**

**Random random = new Random();**

**System.out.println("Welcome to the Number Guessing Game!");**

**int score = 0;**

**boolean playAgain = true;**

**while (playAgain) {**

**int targetNumber = random.nextInt(100) + 1;**

**int attempts = 0;**

**int maxAttempts = 5;**

**System.out.println("I have selected a number between 1 and 100. Can you guess it?");**

**while (attempts < maxAttempts) {**

**System.out.print("Enter your guess: ");**

**int userGuess = scanner.nextInt();**

**scanner.nextLine();**

**attempts++;**

**if (userGuess == targetNumber) {**

**System.out.println("Congratulations! You guessed the number " + targetNumber + " in " + attempts + " attempts.");**

**score++;**

**break;**

**} else if (userGuess < targetNumber) {**

**System.out.println("Too low! Try again.");**

**} else {**

**System.out.println("Too high! Try again.");**

**}**

**}**

**if (attempts >= maxAttempts) {**

**System.out.println("Sorry, you've run out of attempts. The correct number was " + targetNumber + ".");**

**}**

**System.out.print("Do you want to play again? (yes/no): ");**

**String playAgainInput = scanner.nextLine();**

**playAgain = playAgainInput.equalsIgnoreCase("yes");**

**}**

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

**scanner.close();**

**}**

**}**