import java.util.Scanner;

import java.util.Random;

public class NumberGame {

public static void main(String[] args) {

Scanner scanner = new Scanner(System.in);

Random random = new Random();

int minRange = 1;

int maxRange = 100;

int attempts = 5; // Limiting the number of attempts

int score = 0;

boolean playAgain = true;

while (playAgain) {

int targetNumber = random.nextInt(maxRange - minRange + 1) + minRange;

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

System.out.println("I've picked a number between " + minRange + " and " + maxRange + ". Try to guess it!");

for (int i = 1; i <= attempts; i++) {

System.out.print("Attempt " + i + "/" + attempts + ": Enter your guess: ");

int guess = scanner.nextInt();

if (guess == targetNumber) {

System.out.println("Congratulations! You've guessed the correct number!");

score += attempts - i + 1; // Update score based on attempts taken

break;

} else if (guess < targetNumber) {

System.out.println("Too low! Try a higher number.");

} else {

System.out.println("Too high! Try a lower number.");

}

if (i == attempts) {

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

}

}

System.out.print("Your current score: " + score);

System.out.println("\nDo you want to play again? (yes/no)");

String playAgainResponse = scanner.next();

if (!playAgainResponse.equalsIgnoreCase("yes")) {

playAgain = false;

}

}

System.out.println("Thanks for playing!");

scanner.close();

}

}