**Improve Guesser Game**

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package GussNumbers;

import java.util.Scanner;

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public class GussNumbers {

public static void guessingNumberGame() {

Scanner sc = new Scanner(System.in);

// Generate the numbers form 1 to hundred automatically

int number = 1 + (int) (100 \* Math.random());

int userin = 5;

int i, guss;

System.out.println(

"A number is chosen between 1 to 100 So You Have to Guess the number within 5 trials.");

// Iterate over Userin Trials

for (i = 0; i < userin; i++) {

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

// Take input for guessing

guss = sc.nextInt();

// Now If condition to check the number is guessed

if (number == guss) {

System.out.println(

"Congratulations!" + " You guessed the number.");

break;

} else if (number < guss && i != userin - 1) {

System.out.println(

"The number is"

+ " less than " + guss);

}

}

if (i == userin) {

System.out.println(

"You are failed to guss the NUmber");

System.out.println(

"The number was " + number);

}

}

public static void main(String[] args) {

guessingNumberGame();

}

}