import java.util.Random;

import java.util.Scanner;

public class GuessTheNumber2 {

public static void main(String[] args) {

// Specify the range

int minRange = 1;

int maxRange = 100;

// Create an instance of the Random class

Random random = new Random();

// Generate a random number within the specified range

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

// Initialize variables

Scanner scanner = new Scanner(System.in);

int userGuess;

// Repeat until the user guesses the correct number

while (true) {

// Prompt the user to enter their guess

System.out.println("Guess the number between " + minRange + " and " + maxRange + ": ");

userGuess = scanner.nextInt();

// Compare the user's guess with the randomly generated number

if (userGuess == randomNumber) {

System.out.println("Congratulations! Your guess is correct.");

break; // Exit the loop when the guess is correct

} else if (userGuess < randomNumber) {

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

} else {

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

}

}

// Close the scanner

scanner.close();

}

}