

Create a program in the main method that generates a random number between 0 and 100, **both inclusive**, and lets the user guess what the number is.

The program should tell the user if their guess number is too high or too low until the correct match is found.

Sample output:

```
This program will let you guess a random number between 0 and 100
Please enter your guess:
50
Your guess is too high.
Please enter your guess:
25
Your guess is too high.
Please enter your guess:
12
Your guess is too low
Please enter your guess:
18
Your guess is too low
Please enter your guess:
21
Your guess is too low
Please enter your guess:
23
Your guess is too high.
Please enter your guess:
22
Congratulations, you found the number. It is 22
```

*Extra credit: Add the following 2 features to your game:*

- a. *If the user enters any number that is not in the range of 0-100, keep telling the user to enter the correct number until it is done.*
- b. *Add a statement letting the user know in how many try/tries he/she found the correct number.*

### *Sample output:*

```
This program will let you guess a random number between 0 and 100
Please enter your guess:
50
Your guess is too high.
Please enter your guess:
25
Your guess is too low
Please enter your guess:
37
Your guess is too high.
Please enter your guess:
31
Your guess is too high.
Please enter your guess:
27
Your guess is too high.
Please enter your guess:
26
Congratulations, you found the number. It is 26
You found it in 6 tries
```

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```
This program will let you guess a random number between 0 and 100
Please enter your guess:
60
Congratulations, you found the number. It is 60
You found it in 1 try
```

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```
This program will let you guess a random number between 0 and 100
Please enter your guess:
-1
You entered an invalid number.
Please enter a valid number:
101
You entered an invalid number.
Please enter a valid number:
```