Assignment 9: HighOrLow

1. You are not given a starter class for this project. You can use an old project to get started! Name the class for this project HighOrLow.java.
2. Your program will play the High-Low game with the user. It should pick a random number between 1 and 100 and prompt the user to guess. If the guess is lower than the secret number, tell the user they are too low. If the guess if higher than the secret number, tell the user they are too low. If they guess the secret number, print a message of congrats!
3. Run the program and make sure it works as expected.
4. Add a counter to keep track of the number of guesses. At the end, print how many guesses they took to get the number.
5. Run the program and make sure it works as expected.
6. Save the program in Git.
7. Swap with a partner and play their High-Low game.