```cpp
#include <iostream>
#include <string>
#include <ctime>

using namespace std;

const int MAX_NUM = 100;

int main()
{

        bool IsPlaying = true;

        // seed the random number generator to the current time
        srand(time(NULL));

        // get a random target number
        int TargetNum = rand() % MAX_NUM;

        // make a variable to hold input
        int guess = 0;

        while (IsPlaying)
        {
                cout << "Guess a number: ";
                cin >> guess;

                if (guess < TargetNum)
                {
                        cout << "Too low!\n";
                }
                else if (guess > TargetNum)
                {
                        cout << "Too high!\n";
                }
                else
                {
                        cout << "CORRECT!\n";
                        IsPlaying = false;
                }
        }

        // get one more input to prevent the program from closing
        cout << "Enter a number to continue\n";
        cin >> guess;

        return 0;
}
```