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import java.util.Scanner;

public class NumberGame{

    public static void
    guessingNumberGame()
    {

        Scanner sc = new Scanner(System.in);

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

        int K = 5;

        int i, guess;

        System.out.println(
            "A number is chosen"
            + " between 1 to 100."
            + "Guess the number"
            + " within 5 trials.");

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

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

            guess = sc.nextInt();

            if (number == guess) {
                System.out.println(
                    "Congratulations!"
                    + " You guessed the number.");
                break;
            }
            else if (number > guess
                    && i != K - 1) {
                System.out.println(
                    "The number is "

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        + "greater than " + guess);
    }
    else if (number < guess
        && i != K - 1) {
        System.out.println(
            "The number is"
            + " less than " + guess);
    }
}

if (i == K) {
    System.out.println(
        "You have exhausted"
        + " K trials.");

    System.out.println(
        "The number was " + number);
}
}

public static void main(String arg[])
{

    guessingNumberGame();
}
}

```