23. Write a program to generate random numbers between 1 to N by using scanner class taking N from the console.

```java
import java.util.Scanner;
import java.util.Random;

public class random {
    Run | Debug
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        // Taking input for N
        System.out.print(s:"Enter the maximum range (N): ");
        int N = scanner.nextInt();

        // Generating random numbers between 1 to N
        Random random = new Random();
        int randomNumber = random.nextInt(N) + 1;

        // Printing the random number
        System.out.println("Random number between 1 and " + N + ": " + randomNumber);

        // Closing the scanner
        scanner.close();
    }
}
```

Output:

```
ava project_de24568c\bin    random
Enter the maximum range (N): 10
Random number between 1 and 10: 9
```