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

public class NumberGuessingGame
{
        public static void main(String[] args) {
                Scanner scnr = new Scanner (System.in);
                Random random = new Random ();
        int correctGuess = random.nextInt(10)+1; //generates random
number
        int numberOfTries = 0;
        int maximumTries = 5;
        boolean hasGuessedCorrectly = false;

    System.out.println("I chose a number between 1 and 10. Can you
guess it? ");

    while (numberOfTries < maximumTries && !hasGuessedCorrectly){
        System.out.print("Guess the number: "); //prompt user
                int userGuess = scnr.nextInt();
        numberOfTries++;

if (userGuess > correctGuess){
    System.out.println("Too high, try again.");
} else if (userGuess < correctGuess){
    System.out.println("Too low, try again.");
} else {
    hasGuessedCorrectly = true;
    System.out.println("Congratulations! You've guessed the correct
number.");
}
}
 if(!hasGuessedCorrectly){
     System.out.println("I'm sorry you lost. The correct number is " +
correctGuess + ".");
 }

}}
```