

Guessing Game

Task

Write a program that generates a random number between 1 and 100. Ask the user to guess this number, and respond each time with “Too high!”, “Too low!”, or “Correct! Good guess.” Keep asking the user for the number until he or she guesses it correctly.

To generate a random number in Java, include these lines of code at the very beginning of your main method:

```
Random randGenerator = new Random(); // import java.util.Random
int randomNum = randGenerator.nextInt(100) + 1;
```

Example

```
Enter a number between 1 and 100: 50
Too low!
Enter a number between 1 and 100: 75
Too high!
Enter a number between 1 and 100: 63
Too low!
Enter a number between 1 and 100: 68
Too low!
Enter a number between 1 and 100: 70
Correct! Good guess.
```