Create a no.guessing game in android which will be suggest weather the number entered by the user is less than the no. to be guessed or grater than the no…………..

*<?***xml version="1.0" encoding="utf-8"***?>*<**LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 xmlns:app="http://schemas.android.com/apk/res-auto"  
 xmlns:tools="http://schemas.android.com/tools"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 tools:context=".test1"  
 android:orientation="vertical"**>  
  
 <**EditText  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:id="@+id/min"  
 android:inputType="number"  
 android:hint="minimum number"** />  
 <**EditText  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:id="@+id/max"  
 android:inputType="number"  
 android:hint="max"** />  
 <**Button  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="number intialize"  
 android:id="@+id/start"**></**Button**>  
 <**TextView  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="plz enter the no."  
 android:id="@+id/suggest"**/>  
  
 <**EditText  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:id="@+id/answer"  
 android:hint="type here answer"** />  
 <**Button  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:id="@+id/b1"  
 android:text="click"**/>  
  
  
</**LinearLayout**>

**package** com.example.testing;  
  
**import** androidx.appcompat.app.AppCompatActivity;  
  
**import** android.os.Bundle;  
**import** android.view.View;  
**import** android.widget.Button;  
**import** android.widget.EditText;  
**import** android.widget.TextView;  
**import** android.widget.Toast;  
  
**import** java.util.Random;  
  
**public class** test1 **extends** AppCompatActivity {  
 EditText **x**,**y**,**answer**;  
 TextView **hint**;  
 Button **b1**,**in**;  
 **int attempt**,**num**;  
  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***activity\_test1***);  
 **answer**=findViewById(R.id.***answer***);  
 **y**=findViewById(R.id.***max***);  
 **hint**=findViewById(R.id.***suggest***);  
 **x**=findViewById(R.id.***min***);  
 **b1**=findViewById(R.id.***b1***);  
 **in**=findViewById(R.id.***start***);  
 **in**.setOnClickListener(**new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View v) {  
 Random r = **new** Random();  
 **int** n= Integer.*parseInt*(**x**.getText().toString());  
 **int** m= Integer.*parseInt*( **y**.getText().toString());  
 **num** = r.nextInt(m - n) + n;  
 **attempt**=0;  
 }  
 });  
 **b1**.setOnClickListener(**new** View.OnClickListener() {  
 @Override  
 **public void** onClick(View v) {  
 **int** ans= Integer.*parseInt*( **answer**.getText().toString());  
 **attempt**+=1;  
 **if**(ans>**num**)  
 {  
 **hint**.setText(**"value is greater"**);  
  
 }  
 **else if**(ans<**num**)  
 {  
 **hint**.setText(**"value is smaller"**);  
  
 }  
 **else if**(ans==**num**)  
 {  
 **hint**.setText(**"win with attepmy "**+**attempt**);  
 Toast.*makeText*(getApplicationContext(),**"game over"**,Toast.***LENGTH\_LONG***).show();  
 }  
  
  
 }  
 });  
 }  
}