**PRACTICAL-5**

**AIM:** Create a Java program that simulates a guessing game, where the computer picks a random number between 1 and 100 and the user has to guess it. We can use the Scanner class to 1 getuser input and a loop to allow multiple guesses.

• Prompt the user to guess the number and keep track of the number of attempts they make.

• Use if-else statements to give feedback like too low or too high compared to the number.

• Use a loop to allow the user to guess again until they guess the correct number

**CODE:**

import java.util.Scanner;

import java.util.\*;

public class pr14 {

    double length;

    double breadth;

    public pr14(double len, double brd) {

        this.length = len;

        this.breadth = brd;

    }

    public double returnArea() {

        return length \* breadth;

    }

    public static void main(String[] args) {

        Scanner scanner = new Scanner(System.in);

        System.out.print("Enter the length of the rectangle: ");

        double length = scanner.nextDouble();

        System.out.print("Enter the breadth of the rectangle: ");

        double breadth = scanner.nextDouble();

        pr14 rectangle = new pr14(length, breadth);

        System.out.println("The area of the rectangle is: " + rectangle.returnArea());

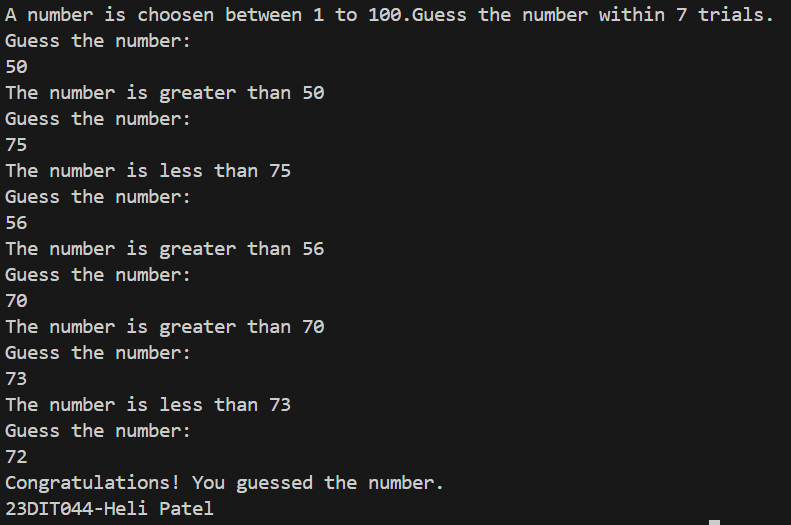
        scanner.close();

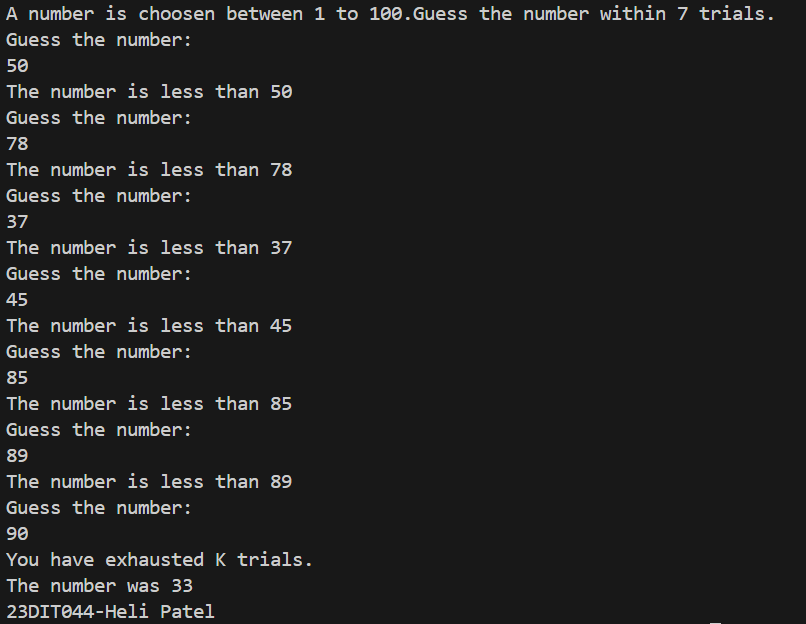
        System.out.println("23DIT044-Heli Patel");

    }

}

**OUTPUT:**

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