import java.util.Random;  
import java.util.Scanner;  
  
public class GuessTheNumber {  
    public static void main(String[] args) {  
        Scanner scanner = new Scanner(System.in);  
        Random random = new Random();  
        int lowerBound = 1;  
        int upperBound = 100;  
        int randomNumber = random.nextInt(upperBound - lowerBound + 1) + lowerBound;  
        int maxAttempts = 10; // You can change this to limit the number of attempts  
        int attempts = 0;  
        int score = 0;  
  
        System.out.println("Welcome to the Guess the Number game!");  
        System.out.println("I've selected a random number between " + lowerBound + " and " + upperBound + ". Try to guess it!");  
  
        while (attempts < maxAttempts) {  
            System.out.print("Enter your guess: ");  
            int userGuess = scanner.nextInt();  
            attempts++;  
  
            if (userGuess < lowerBound || userGuess > upperBound) {  
                System.out.println("Please enter a number within the valid range.");  
                continue;  
            }  
  
            if (userGuess == randomNumber) {  
                System.out.println("Congratulations! You've guessed the number (" + randomNumber + ") in " + attempts + " attempts.");  
                score += (maxAttempts - attempts) \* 10; // You can adjust the scoring system  
                break;  
            } else if (userGuess < randomNumber) {  
                System.out.println("Try a higher number.");  
            } else {  
                System.out.println("Try a lower number.");  
            }  
        }  
  
        if (attempts >= maxAttempts) {  
            System.out.println("Sorry, you've run out of attempts. The correct number was " + randomNumber);  
        }  
  
        System.out.println("Your score: " + score);  
        scanner.close();  
    }  
}