```java
import java.util.Scanner;

public class Guessing_Game {

    public Guessing_Game() {
        boolean playing = true;
        while (playing == true) {
            boolean active = true;
            int count = 0;
            int randomNum = (int)(Math.random() * 51);
            while (active == true) {
                System.out.println("Pls enter a number between 0 and 50:
");
                Scanner scanner = new Scanner(System.in);
                String input = scanner.nextLine();
                int answer = Integer.parseInt(input);
                if (answer > randomNum) {
                    System.out.println("too big");
                    count += 1;
                }
                else if (answer < randomNum) {
                    System.out.println("too small");
                    count += 1;
                }
                else {
                    count += 1;
                    System.out.println("wow so smart, " + count);
                    System.out.println("Play again??? yes or no");
                    Scanner scanner1 = new Scanner(System.in);
                    String playagain = scanner1.nextLine();
                    if (playagain.equals("no")) {
                        playing = false;
                        active = false;
                    }
                    else {
                        active = false;
                    }
                }
            }
        }
    }

    public static void main(String[] args) {
        new Guessing_Game();
    }

}
```