Practice using Random Object

### For this exercise, you will create a simple guessing game. You will learn the const keyword and more usage of the return keyword.

The entire game will be coded in Main()

1. You will create a Random object in global scope. Then you will generate a random number less than 100, this will be your target.
2. In a loop you will prompt the user for a number guess. You will compare it with the target. If they match, then the user wins the game, otherwise display a suitable message.
3. If the user is not able to guess the target within a certain number of guesses, then end the game by displaying an encouraging message and the number of guesses and the target value

Using a binary search algorithm you will be able to guess any number up to 128 within 7 attempts.