// No Gaussing Game

import java.util.Random;

import java.util.\*;

public class NoGuessingGame {

public static void main(String[] args) {

Random rand=new Random();

Scanner sc=new Scanner(System.in);

int no= rand.nextInt(100); //Generating a Random Number between 1 to 100

int guess, attempt=0;

System.out.println("Enter the Number Between 1 to 100: ");

do {

guess=sc.nextInt(); //Taking User Input

if (guess==no){

attempt++;

System.out.format("Congratulations, You guessed it Correct in %d attempts", attempt);

}

else if (guess<no){

System.out.println("Oops! Too Low");

System.out.println("Guess a Higher Number");

attempt++;

}

else if (guess>no) {

System.out.println("Oops! Too High");

System.out.println("Guess the Lower Number");

attempt++;

}

}

while (attempt!=10); //Loop Will Run, till the user guesses the correct number

if (attempt>=10){

System.out.println("Sorry! You have attempted more than 10 times."); //Program will terminate after 10 attempts

}

}

}