## **Guess Number**

Write a client server program to play guess number?

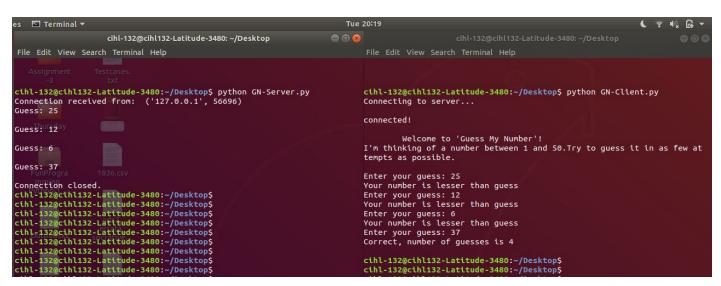
## Client:

- 1. The Client has to guess the number by giving inputs.
- 2. The correct number from Client will close the game by finding the guess number.
- 3. Client will sending inputs to server till it matches the guess number.
- 4. For every input from client, server will be sending feedback which is to be read and printed to console in client window.

## Server:

- 1. The Server generates a random number in range of 1 50.
- 2. Server keeps on listening numbers from clients, validate them with the correct guess and sent messages like the "Input is less than guess number", "Input is greater than guess number".
- 3. If server matches the number which has sent by client to correct guess. The game stops by sending message to client like "Correct, Number of guesses is 10".

Here is the sample screenshot of sample Client Server windows on Guessing Number.



Now, we will extend the idea to multiple client server program to play guess number.

Your task is to write multiple clients to play the Guessing Number Game to communicate with single server.

Note: Push your code to github manually and then submit the commit id.