```csharp
using System;
using System.Collections.Generic;
using System.Data.SqlTypes;
using System.Linq;
using System.Net.Http.Headers;
using System.Text;
using System.Threading.Tasks;

namespace CcharpAskiseis
{


    // Ο χρήστης πρέπει να μαντέψει έναν αριθμό που έχει επιλέξει τυχαία ο
υπολογιστής μέσα σε ένα συγκεκριμένο εύρος (π.χ. από 1 έως 100).
    // Ο χρήστης θα έχει έναν περιορισμένο αριθμό προσπαθειών. Μετά από
κάθε μαντεψιά,
    // το πρόγραμμα θα του λέει αν ο αριθμός που μάντεψε είναι μεγαλύτερος
ή μικρότερος από τον σωστό αριθμό.
    // Αν μαντέψει σωστά ή εξαντλήσει τις προσπάθειές του, το παιχνίδι
τελειώνει.

    public class paixnidi
    {
        public paixnidi() { }

        int randomNumber;
        string Tries;
        public void introduction()
        {
            string introduction1 = "\n welcome to our game!";
            string introduction2 = "\n we will play a lottery with numbers
and you must guess the winning number";
            string introduction3 = "\n are you ready? let's play";

            string introduction = string.Concat(introduction1,
introduction2, introduction3);

            string[] welcome1 = new string[] { "I'm", "the", "little",
"wizard" };
            string welcome = String.Join(" ", welcome1);

            Console.WriteLine(introduction);
            Console.WriteLine(welcome);
        }

        public void klirosi()
        {
            Random random = new Random();
            int randomNumber = random.Next(1, 100);

            Console.WriteLine("I have selected a number between 1 and 100.
Try to guess it.");
            string[] numberOftries = new string[] { "you", "have", "5",
"tries" };
```

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            string tries = string.Join(" ", numberOftries);
        }

        public void guessing()
        {

            for (int i = 0; i < 5; i++)
            {
                int guessing = Convert.ToInt32(Console.ReadLine());
                guessing += 5;
                Console.WriteLine("Enter a number between 1 and 100: ");

                if (guessing >= 1 && guessing<= 5)
                {
                    if (guessing == randomNumber)
                    {
                        Console.WriteLine("Congratulations! You guessed
the number!");
                    }
                    else if (guessing < randomNumber)
                    {
                        Console.WriteLine("The number is greater than the
one you guessed. Try again.");
                    }
                    else if (guessing > randomNumber)
                    {
                        Console.WriteLine("The number is less than the one
you guessed. Try again.");
                    }
                    else if (guessing != randomNumber)
                    {
                        Console.WriteLine("You have no more tries. The
number was: " + randomNumber);
                    }

                }

                Console.WriteLine("The number was: " + randomNumber);
                Console.WriteLine(string.Concat(guessing , randomNumber));
                Console.ReadKey();
            }

            }

        }

    }
```