```
1 package prgm1;
 2 import java.util.Scanner;
 3 public class guess
 5
          public static void
 6
           guessingNumberGame
 7
 8
               // Scanner Class
 9
               Scanner sc = new Scanner(System.in);
10
11
               // Generate the numbers
12
               int number = 1 + (int) (100)
                                     * Math random());
13
14
15
               // Given K trials
16
               int K = 5;
17
18
               int i, guess;
19
20
               System.out.println
21
                   "A number is chosen"
22
                    + " between 1 to 100."
                    + "Guess the number"
23
24
                   + " within 5 trials.");
25
26
               // Iterate over K Trials
27
               for (i = 0; i < K; i++)
28
29
                   System.out.println(
30
                        "Guess the number:");
31
32
                   // Take input for guessing
33
34
35
                   // If the number is guessed
36
                   if (number == guess)
37
                       System.out.println
38
                            "Congratulations!"
39
                            + " You guessed the number.");
40
                       break;
41
42
                   else if (number > quess
43
                            && i != K - 1
44
                        System. out. println
45
                            "The number is "
46
                            + "greater than " + guess);
47
48
                   else if (number < guess</pre>
49
                           && i != K - 1)
50
                        System.out.println(
51
                            "The number is"
52
                            + " less than " + guess);
53
54
55
56
               if (i == K)
57
                   System.out.println
58
                        "You have exhausted"
59
                        + " K trials.");
```

77