package guessinggamerunner;

import java.util.Random;

import java.util.Scanner;

//package GuessIt;

public class Guessinggamerunner {

public static void main(String[] args) {

Random rand= new Random ();

Scanner scanner= new Scanner(system.in);

int RandomNumber=rand.nextInt(100)+1;

//system.out.println("the random number is"+randomnumber);

int tryCount=0;

while(true){

system.out.println("enter the guess");

//Scanner scanner= new Scanner(systen,in);

int theGuess=scanner.nextInt();

tryCount++;

if

(theGuess==RandomNumber){system.out.print("correct.you win!!!");

system.out.println("it took you"+tryCount+"tries");

break;

}

else if(RandomNumber>theGuess){

system.out.println("try again!!the number is higher");

}

else if(RandomNumber<theGuess){

system.out.println("Try again!! the number is lower");

}

//TODO Auto-generated method stub

}

}

}