**package** Guess;

**import** java.util.Scanner;

**public** **class** Game

{

// number guessing game

**public** **static** **void**

guessingNumberGame()

{

//scanner class used

Scanner scanner = **new** Scanner(System.***in***);

// generating the numbers

**int** number = 1 + (**int**)(100\* Math.*random*());

// no of trials

**int** j = 5;

**int** i, guess;

System.***out***.println("Guess the number between 1 to 100 ");

System.***out***.println("5 trials required");

**for** (i = 0; i <j; i++)

{

System.***out***.println(

"Guess the number:");

// input take for guessing

guess = scanner.nextInt();

// if the number is guessing

**if** (number == guess)

{

System.***out***.println("Correct!"+ " You guessed the number.");

**break**;

}

**else** **if** (number > guess && i != j - 1)

{

System.***out***.println("The number is "+ "very low " + guess);

}

**else** **if** (number < guess&& i != j - 1)

{

System.***out***.println("The number is"+ " very high " + guess);

}

}

**if** (i == j)

{

System.***out***.println("You have played out the trials.");

System.***out***.println("The number was " + number);

}

}

// driver code

**public** **static** **void**

main(String arg[])

{

//function call

*guessingNumberGame*();

}

}