import java.util.Random;

import java.util.Scanner;

public class NumberGuessingGame {

public static void main(String[] args) {

int secretNumber;

int guess;

int attempts = 0;

Random random = new Random();

secretNumber = random.nextInt(100) + 1;

System.out.println("Welcome to the Number Guessing Game!");

System.out.println("I'm thinking of a number between 1 and 100.");

Scanner scanner = new Scanner(System.in);

do {

System.out.print("Enter your guess: ");

guess = scanner.nextInt();

attempts++;

if (guess < secretNumber) {

System.out.println("Too low! Try again.");

} else if (guess > secretNumber) {

System.out.println("Too high! Try again.");

} else {

System.out.println("Congratulations! You guessed the number in " + attempts + " attempts!");

}

} while (guess != secretNumber);

scanner.close();

}

}