

```
using System;
```

```
namespace MyFirstProgram  
{
```

```
    class Program  
    {
```

```
        static void Main(string[] args)  
        {
```

```
            Random random = new Random();  
            bool playAgain = true;  
            int min = 1;  
            int max = 100;  
            int guess;  
            int number;  
            int guesses;  
            String response;
```

```
            while (playAgain)  
            {
```

```
                guess = 0;  
                guesses = 0;  
                response = "";  
                number = random.Next(min, max + 1);
```

```
                while (guess != number)  
                {
```

```
                    Console.WriteLine("Guess a number between " + min + " -   
                    " + max + " : ");  
                    guess = Convert.ToInt32(Console.ReadLine());  
                    Console.WriteLine("Guess: " + guess);
```

```
                    if (guess > number)  
                    {  
                        Console.WriteLine(guess + " is to high!");  
                    }  
                    else if (guess < number)  
                    {  
                        Console.WriteLine(guess + " is to low!");  
                    }  
                    guesses++;  
                }  
            }  
            Console.WriteLine("Number: " + number);  
            Console.WriteLine("YOU WIN!");  
            Console.WriteLine("Guesses: " + guesses);
```

```
            Console.WriteLine("Would you like to play again (Y/N): ");  
            response = Console.ReadLine();  
            response = response.ToUpper();
```

```
            if (response == "Y")  
            {  
                playAgain = true;  
            }  
        }  
    }  
}
```

```
        else
        {
            playAgain = false;
        }
    }

    Console.WriteLine("Thanks for playing! ... I guess");
    Console.ReadLine();
}
}
```