import java.util.Scanner;

public class numbergame {

    public static void main(String[] args) {

        // Generate a random number between 1 and 100

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

        // Create a Scanner object to read user input

        Scanner scanner = new Scanner(System.in);

        // Start the game loop

        boolean guessedCorrectly = false;

        int numberOfAttempts = 0;

        System.out.println("Guess a number between 1 and 100: "

                + "\nSystem Generated Number is " + randomNum);

        while (!guessedCorrectly && numberOfAttempts < 3) {

            // Prompt the user to guess a number

            // Get the user's guess

            int userGuess = scanner.nextInt();

            // Check if the user guessed correctly

            if (userGuess == randomNum) {

                guessedCorrectly = true;

            } else {

                numberOfAttempts++;

                if (userGuess > randomNum) {

                    System.out.println("Your guess is too high.");

                } else {

                    System.out.println("Your guess is too low.");

                }

            }

        }

        // Close the Scanner object

        scanner.close();

        // If the user guessed correctly, congratulate them. Otherwise, tell them the

        // correct answer.

        if (guessedCorrectly) {

            System.out.println("Congratulations! You guessed correctly! The number was " + randomNum);

        } else {

            System.out.println("Sorry, you ran out of guesses. The correct answer was " + randomNum);

        }

    }

}