```java
import java.util.Scanner;
import java.util.Random;
public class GenerateRandom {

public static void main(String[] args) {
Scanner scanner = new Scanner(System.in); Random random =
new Random();
int score = 0;
int score2 = 0;
int maxTries;
int beginning = 0;
int difficult=0;
while (true) {

// Display menu System.out.println("MENU\n----");
System.out.println("1. Guess a number");
```
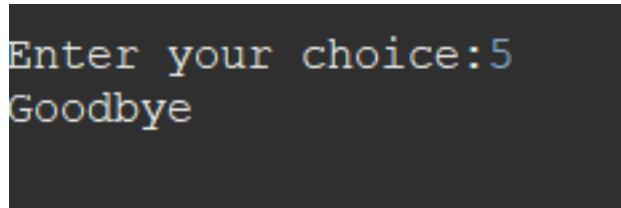
```
Enter your choice:5
Goodbye
```

```java
System.out.println("2. Guess an alphabet"); System.out.println("3.
Show high score"); System.out.println("4. Display credits");
System.out.println("5. Quit"); System.out.println();
System.out.print("Enter your choice:");

int choice = scanner.nextInt(); if (choice == 1) {

// Guessing a number
int number = random.nextInt(20) + 1; maxTries= difficulty();
int numTries = 0;
int guess;
boolean won=false;

if(maxTries!=0){

System.out.println("Guess the Number\n\n----------------
\nInstructions:\n 1. Guess the number based on the gaven range.\n
2. You are allowed to make one guess at a time. \n 3. You have " +
maxTries + " tries to guess it.\n 4. Once you have used up all your
chances, you lose the game.");
```

```java
}
while (numTries < maxTries) {

System.out.print("Guess #" + (numTries+1) + ": "); guess =
scanner.nextInt();
numTries++;

times.");

if (guess == number) {
System.out.println("Correct! You've won the game with just " +
numTries + "

score = numTries; won= true; difficulty();
break;

} else if (guess < number) { if(maxTries==6)
{ System.out.println("Too low."); }

else if(won){ System.out.println("Try again."); }

}
else if(guess > number) {

if(maxTries==6){ System.out.println("Too high."); }
else if(won) { System.out.println("Try again."); }

}

}
if (!won && maxTries!=0) {

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

}

score= 0; difficulty(); break;

}
else if (choice == 2) {

// Guessing an alphabet

char alphabet = (char) (random.nextInt(26) + 'a'); maxTries =
difficulty();
```

```java
int numTries = 0; char guess; boolean won=false;

if(maxTries!=0){

System.out.println("Guess the Alphabet\n\n---------------
\nInstructions:\n 1. Guess the alphabet.\n 2. You are allowed to
make one guess at a time.\n 3. You have " + maxTries + " tries to
guess it.\n 4. Once you have used up all your chances, you lose the
game.");

}
while (numTries < maxTries) {

times.");

System.out.print("Guess #" + (numTries+1) + ": "); guess =
scanner.next().charAt(0);
numTries++;

if (guess == alphabet) {
System.out.println("Correct! You've won the game with just " +
numTries + "

score2 = maxTries; difficulty();

break; }

else if (guess < alphabet) { if(maxTries==6){ System.out.println("Too
low."); }

else if(won){ System.out.println("Try again."); }

}
else if(guess > alphabet) {

if(maxTries==6){ System.out.println("Too high."); }
else if(won) { System.out.println("Try again."); }

}

}if (!won && maxTries!=0) {
System.out.println("You lost. The alphabet was " + alphabet);
score2= 0;
difficulty();
break;
```

```java
        }

    } else if (choice == 3) { // Show high score int tempscore=20;
    if(score<tempscore){

    tempscore=score; }

    int tempscore2=20; if(score2<tempscore2){ tempscore2=score2;

    }
    if(score==0){
    System.out.println("Guess the Number Best Score: Have not played
    yet"); }
    else{
    System.out.println("Guess the Number Best Score: " + score);
    }
    if (score2==0){
    System.out.println("Guess the Alphabet Best Score: Have not
    played yet"); }
    else {
    System.out.println("Guess the Alphabet Best Score:" + score2);
    }

    } else if (choice == 4) { // Display credit


    System.out.println("This game was developed by [Rümeysa
    ENSARİ].\n");

    } else if (choice == 5) { System.out.println("Goodbye"); // Quit
    break;

    } else {
    // Invalid choice
    System.out.println("Invalid choice. Try again.");

    } if(beginning==0){

    continue; }

    } scanner.close();

    }
    public static int difficulty(){
```

```java
int maxTries = 0; int difficult;
int beginning;

Scanner dif= new Scanner(System.in);


System.out.println("\nStart Menu\n----------");
System.out.println("Select a difficulty level"); System.out.println("1.
Easy"); System.out.println("2. Medium"); System.out.println("3.
Hard"); System.out.println("4. Return to main menu");
System.out.println();

System.out.print("===> "); difficult = dif.nextInt();

if(difficult==1){ maxTries= 6;

} if(difficult==2){

maxTries= 4;

} if(difficult==3){

maxTries = 2;

} if(difficult==4){

return beginning=0;

}

return maxTries; }

}
```