

```
1 import java.util.Random;
2 import java.util.Scanner;
3
4 public class GuessNumberGame {
5     public static void main(String[] args) {
6
7         Random rand = new Random();
8         Scanner sc = new Scanner(System.in);
9
10        int answer = rand.nextInt(20) + 1; // សមត្ថ 1-20
11        int guess;
12        int maxTry = 5;
13        boolean win = false;
14
15        System.out.println("I am thinking of a number between 1 and 20.");
16        System.out.println("Can you guess what it is?");
17
18        for (int i = 1; i <= maxTry; i++) {
19            System.out.print("> ");
20            guess = sc.nextInt();
21
22            if (guess < answer) {
23                System.out.println("Your guess is low. Try again?");
24            } else if (guess > answer) {
25                System.out.println("Your guess is high. Try again?");
26            } else {
27                System.out.println("Congratulation! You did it.");
28                win = true;
29                break;
30            }
31        }
32
33        if (!win) {
34            System.out.println("Sorry. The number was " + answer + ".");
35        }
36
37        sc.close();
38    }
39 }
```