import java.util.Random;  
import java.util.Scanner;  
  
public class GuessingGame {  
    private int targetNumber;  
    private int attempts;  
    private int score;  
  
    public GuessingGame() {  
        Random random = new Random();  
        targetNumber = random.nextInt(100) + 1;  
        attempts = 0;  
        score = 0;  
    }  
  
    public void playGame() {  
        System.out.println("Welcome to the Guessing Game!");  
        System.out.println("I have chosen a number between 1 and 100.");  
        System.out.println("You have 10 attempts to guess the correct number.");  
  
        Scanner scanner = new Scanner(System.in);  
        int guess;  
  
        while (attempts < 10) {  
            System.out.print("Enter your guess: ");  
            guess = scanner.nextInt();  
            attempts++;  
  
            if (guess == targetNumber) {  
                System.out.println("Congratulations! You guessed the correct number.");  
                score = 10 - attempts;  
                break;  
            } else if (guess < targetNumber) {  
                System.out.println("Too low! Try again.");  
            } else {  
                System.out.println("Too high! Try again.");  
            }  
        }  
  
        if (attempts == 10) {  
            System.out.println("Sorry, you have run out of attempts.");  
        }  
  
        System.out.println("Game over!");  
        System.out.println("Your score: " + score);  
    }  
  
    public static void main(String[] args) {  
        GuessingGame game = new GuessingGame();  
        game.playGame();  
    }  
}