**TASK 2**

*NUMBER GUESSING GAME*

Source code

/\*

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package javaapplication30;

// Java program for the above approach

import java.util.Scanner;

public class GFG {

// Function that implements the

// number guessing game

public static void

guessingNumberGame()

{

// Scanner Class

Scanner sc = new Scanner(System.in);

// Generate the numbers

int number = 1 + (int)(100

\* Math.random());

// Given K trials

int K = 5;

int i, guess;

System.out.println(

"A number is chosen"

+ " between 1 to 100."

+ "Guess the number"

+ " within 5 trials.");

// Iterate over K Trials

for (i = 0; i < K; i++) {

System.out.println(

"Guess the number:");

// Take input for guessing

guess = sc.nextInt();

// If the number is guessed

if (number == guess) {

System.out.println(

"Congratulations!"

+ " You guessed the number.");

break;

}

else if (number > guess

&& i != K - 1) {

System.out.println(

"The number is "

+ "greater than " + guess);

}

else if (number < guess

&& i != K - 1) {

System.out.println(

"The number is"

+ " less than " + guess);

}

}

if (i == K) {

System.out.println(

"You have exhausted"

+ " K trials.");

System.out.println(

"The number was " + number);

}

}

// Driver Code

public static void

main(String arg[])

{

// Function Call

guessingNumberGame();

}

}

Output:

