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package intern;
import java.util.Scanner;
import java.util.Random;
public class numberGame {
    public static void game() {

        // Scanner Class
        Scanner sc = new Scanner(System.in);

        // Generate the numbers
        int number = 1 + (int)(100* Math.random());
        int i, guess;
        do {
            // Given K trials
            System.out.println("\nEnter the number of trials.");
            int num=sc.nextInt();

            System.out.println(
                "\nA number is chosen between 1 to 100.Guess the number within "+ num + " trials.");

            // Iterate over number of Trials

            for (i = 0; i < num; 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 != num - 1) {
                    System.out.println(
                        "The number is greater than " + guess);

                }
                else if (number < guess && i != num - 1) {
                    System.out.println(
                        "The number is less than " + guess);

                }
            }

            if (i == num) {
                System.out.println(
                    "You have exhausted K trials.");
                System.out.println("You win 0 points.\n0 marks.\nBest Luck for next round!!");
            }
        }
    }
}

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        System.out.println( "\nThe number was " + number);

    }
    if(i<=number/number) {
        System.out.println("You did a fantastic job...");
        System.out.println("You win 5 points.\nYou scored 100 marks");

    }
    else if(i<=num/2) {
        System.out.println("Good!\nYou win 3 points.\nYou scored 50 marks.\n");
    }
    }
    while(i<=100);
}
```

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public static void main(String[] args) {
    // TODO Auto-generated method stub
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    game();
    System.out.println("hello");
```

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}
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}
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