import java.util.Scanner;

public class Game {

public static void

guessingNumberGame()

{

Scanner sc = new Scanner(System.in);

int number = 1 + (int)(100

\* Math.random());

int K = 5;

int i, guess;

System.out.println(

"A number is chosen"

+ " between 1 to 100."

+ "Guess the number"

+ " within 5 trials.");

s

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

System.out.println(

"Guess the number:");

guess = sc.nextInt();

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);

}

}

public static void

main(String arg[])

{

guessingNumberGame();

}

}