### A Guessing Game

File contains a skeleton for a program to play a guessing game with the user. The program should randomly generate an integer between 1 and 10, then ask the user to try to guess the number. If the user guesses incorrectly, the program should ask them to try again until the guess is correct; when the guess is correct, the program should print a congratulatory message.

1. Using the comments as a guide, complete the program so that it plays the game as described above.
2. Modify the program so that if the guess is wrong, the program says whether it is too high or too low. You will need an if statement (inside your loop) to do this.
3. Now add code to count how many guesses it takes the user to get the number, and print this number at the end with the congratulatory message.
4. Finally, count how many of the guesses are too high and how many are too low. Print these values, along with the total number of guesses, when the user finally guesses correctly.
5. import cs1.Keyboard;
6. import java.util.Random;
7. public class Guess
8. {
9. public static void main(String[] args)
10. {
11. int numToGuess; //Number the user tries to guess
12. int guess; //The user's guess
13. Random generator = new Random();
14. //randomly generate the number to guess
15. //print message asking user to enter a guess
16. //read in guess
18. while ( ) //keep going as long as the guess is wrong
19. {
20. //print message saying guess is wrong
21. //get another guess from the user
22. }
23. //print message saying guess is right
24. }
25. }