import java.util.Random;

import java.util.Scanner;

public class GuessingGame {

public static void main(String[] args) {

Random random = new Random();

Scanner scanner = new Scanner(System.in);

int randomNumber = random.nextInt(100) + 1;

int attempts = 0;

int guess = 0;

System.out.println("Welcome to the Guessing Game!");

System.out.println("I have generated a random number between 1 and 100.");

System.out.println("Can you guess what it is?");

while (guess != randomNumber) {

System.out.print("Enter your guess: ");

guess = scanner.nextInt();

attempts++;

if (guess < randomNumber) {

System.out.println("Too low! Try again.");

} else if (guess > randomNumber) {

System.out.println("Too high! Try again.");

} else {

System.out.println("Congratulations! You guessed the number.");

System.out.printf("It took you %d attempts.%n", attempts);

}

}

scanner.close();

}

}

