**Guess.java**

**Directions:** This program uses the *Math.random()* random function to create a guessing game. The user will determine the range of which the computer will generate a random number.

\*\* Remember that *Math.random()* generates a random number from between [0,1)

Use the following guidelines for the end printout:

Guesses:

0 – 3 : “Well Done!”

4 – 6 : “Not Bad.”

7 or higher: “Your guessing needs improvement. “

A sample printout:

Enter the lowest number 5

Enter the highest number 10

I'm thinking of a number from 5 to 10 (Inclusive).

Try to guess my number.

Guess 5

Too low.

Guess 7

Too low.

Guess 9

Too high.

Guess 8

You guessed my number in 4 tries.

Not Bad.