

```

package Game;

// You will need to update the comments....
//What does the command do?
//What is its usage?
//

//import java. util. Scanner is used to import the Scanner
// class of the Utility package offered by Java.
//Usage - It is used as a simple text scanner to parse
// primitive data types and Strings using regular expressions.
import java.util.Scanner;

//Random class is part of java. util package.
// An instance of java Random class is used to
// generate random numbers.
//Usage: This class provides several methods to
// generate random numbers of type integer, double, long, float etc.
import java.util.Random;
//
//What does the command do?
//What is its usage?
public class PX_GuessingNum_lastname
{
    //
    //What does the command do?
    //What is its usage?
    public static void main(String[] args)
    {
        //
        //What does the command do?
        //What is its usage?
        Scanner scanner = new Scanner(System.in);
        //
        //What does the command do?
        //What is its usage?
        Random random = new Random();
        //
        //What does the command do?
        //What is its usage?
        int upperBound = 100;
        //
        //What does the command do?
        //What is its usage?
        int numberToGuess = random.nextInt(upperBound) + 1;
        //
        //What does the command do?
        //What is its usage?
        int numberOfTries = 0;
        //
        //What does the command do?
        //What is its usage?
        boolean hasGuessedCorrectly = false;
        //

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//What does the command do?
//What is its usage?
System.out.println("Welcome to the Guessing Game!");
//
//What does the command do?
//What is its usage?
System.out.println("I have chosen a number between 1 and " +
upperBound + ". Try to guess it!");

while (!hasGuessedCorrectly)
{
    System.out.print("Enter your guess: ");
    //
    //What does the command do?
    //What is its usage?
    int userGuess = scanner.nextInt();
    //
    //What does the command do?
    //What is its usage?
    numberOfTries++;
    //
    //What does the command do?
    //What is its usage?
    if (userGuess < 1 || userGuess > upperBound)
    {
        //
        //What does the command do?
        //What is its usage?
        System.out.println("Please guess a number between
1 and " + upperBound + ".");
        //
        //What does the command do?
        //What is its usage?
    } else if (userGuess < numberToGuess)
    {
        //
        //What does the command do?
        //What is its usage?
        System.out.println("Too low, try again!");
        //
        //What does the command do?
        //What is its usage?
    } else if (userGuess > numberToGuess) {
        //
        //What does the command do?
        //What is its usage?
        System.out.println("Too high, try again!");
        //
        //What does the command do?
        //What is its usage?
    } else {
        //
        //What does the command do?
        //What is its usage?
    }
}

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        hasGuessedCorrectly = true;
        //
        //What does the command do?
        //What is its usage?
        System.out.println("Congratulations! You guessed
the number in " + numberOfTries + " tries.");
    }
}
//
//What does the command do?
//What is its usage?
scanner.close();
}
}
```