```java
1 /*
2  * Written by JJ Shepherd
3  */
4 import java.util.Scanner;
5 import java.util.Random;
6 public class NumberGuesser {
7
8     public static final int UPPER_NUMBER = 100;
9     public static void main(String[] args) {
10        Scanner keyboard = new Scanner(System.in);
11        Random r = new Random();
12        int secretNumber = r.nextInt(UPPER_NUMBER);
13        System.out.println("I'm thinking of a number from 0 to "+(UPPER_NUMBER-1)+"\nGuess the
   number!");
14        int guessNumber = 0;
15        boolean correctGuess = false;
16        while(!correctGuess)
17        {
18            guessNumber = keyboard.nextInt();
19            if(guessNumber > secretNumber)
20            {
21                System.out.println("That's too high!");
22            }
23            else if(guessNumber < secretNumber)
24            {
25                System.out.println("That's too low!");
26            }
27            else
28            {
29                System.out.println("That's correct!");
30                correctGuess = true;
31            }
32        }
33
34    }
35
36 }
37
```