Goals:
- To provide practice with indefinite loops and logic
- To practice using the Random class

Task:
Write a program that plays a guessing game with the user. The program should generate a random number between 1 and 100, then prompt the user repeatedly to guess the number. When the user guesses incorrectly, the game should give the user a hint about whether the correct answer is higher or lower than the guess. Once the user guesses correctly, the program should print a message showing the number of guesses that the user made.

Notes:
1. Use a method called instructions() to print out the directions for the game.
2. Set up the maximum number to be guessed (100) as a class constant. You must use this constant appropriately throughout your code.

Submission:
Submit your program as Lab4-Guess.

Sample Run (User inputs are bold and underlined):

This is a guessing game. I'll think of a number between 1 and 100 and you try to guess it.

Enter a guess: 50
Sorry, wrong number...try again.
Your guess was too high.

Enter a guess: 25
Sorry, wrong number...try again.
Your guess was too low.

Enter a guess: 37
Sorry, wrong number...try again.
Your guess was too low.

Enter a guess: 41
Sorry, wrong number...try again.
Your guess was too low.

Enter a guess: 45
Sorry, wrong number...try again.
Your guess was too low.

Enter a guess: 46

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Congratulations, you guessed in 6 tries!