import javax.swing.JOptionPane;

public class GuessGame {
    public static void main(String[] args) {
        // Randomly generate a number between 1 to 1000
        int key = ...;

        // Initialize the times of guessing
        int count = 10;

        do {
            // Convert the guess key from String to Integer
            int guess = Integer.parseInt(getGuessKey(count));

            // Print message from the current guessing
            printMessage(count, key, guess);

            // Check if the guess key equals to the random key
            if (guess == key) break;

            // Decrement the times of guessing by 1
            count--;
        } while (count != 0);
// Output the random generated key for the game
System.out.println("The random generated key of this game is " + key);

// Exit the program
System.exit(0);

// Get the Guess Key from user
static String getGuessKey(int i) {
    ...  
    ...
}

// Print message from the current guessing
// You have to consider the three conditions here:
// if (guess > key)
// if (guess < key)
// if (guess == key)
static void printMessage(int j, int aKey, int aGuess) {
    ...
    ...
}

Output Display:
E:\java GuessGame
Your [1] guessing is 500 - try a SMALLER value
Your [2] guessing is 200 - try a LARGER value
Your [3] guessing is 350 - try a LARGER value
Your [4] guessing is 400 - try a LARGER value
Your [5] guessing is 450 - try a LARGER value
Your [6] guessing is 480 - try a LARGER value
Your [7] guessing is 490 - try a LARGER value
Your [8] guessing is 495 - try a LARGER value
Your [9] guessing is 498 - try a SMALLER value
Your [10] guessing is 497 - try a SMALLER value
The random generated key of this game is 496