**Project Description: Roulette Game with Tkinter**

This project is a simple **Roulette Game** implemented using **Python** and **Tkinter** for the graphical user interface (GUI). The game mimics a basic betting system in a roulette game, where players can place a bet on a specific number (1-36) and a color (red or black). The game then simulates spinning the roulette wheel, determines the winning number and color, and checks if the player's bets match the outcome.

**Goal of the Project:**

The main goal of this project is to simulate a basic roulette betting system in a fun and interactive way. The user can place two types of bets:

1. **Number Bet**: The user chooses a number between 1 and 36.
2. **Color Bet**: The user selects a color, either **red** or **black**.

After the player places their bets, the roulette wheel spins (randomly generates a number between 1 and 36) and determines whether the player won or lost the bets. The outcome is displayed in a pop-up window that shows the winning number, its corresponding color, and whether the player won either of their bets.

**Features:**

- **Bet Placement**: The user can input a number bet (1-36) and a color bet (red or black) using dialog boxes.
- **Spin Simulation**: The wheel spins randomly to determine the winning number and color.
- **Result Feedback**: The result of the spin is displayed in a pop-up message, showing whether the player won the number bet, the color bet, or both.

**Educational Value:**

- **Randomization**: Demonstrates how to use Python's random module to simulate unpredictable outcomes (like spinning a roulette wheel).
- **Logic Building**: Implements logic to evaluate and compare bets with the randomly generated winning outcomes.
- **GUI Interaction**: Uses **Tkinter** to build a simple GUI where users can interact with the game via buttons and dialog boxes.
- **Basic Gambling Concepts**: Teaches basic roulette betting rules in a virtual and risk-free environment.