import tkinter as tk

import random

n = random.randint(1, 100)

count = 0

def guess():

global count

try:

g = int(entry.get())

count += 1

if g < n:

label.config(text="Too small, try again")

elif g > n:

label.config(text="Too large, try again")

else:

label.config(text=f"Correct! Guesses: {count}")

except:

label.config(text="Enter a number")

entry = tk.Entry()

entry.pack()

tk.Button(text="Guess", command=guess).pack()

label = tk.Label()

label.pack()

tk.mainloop()