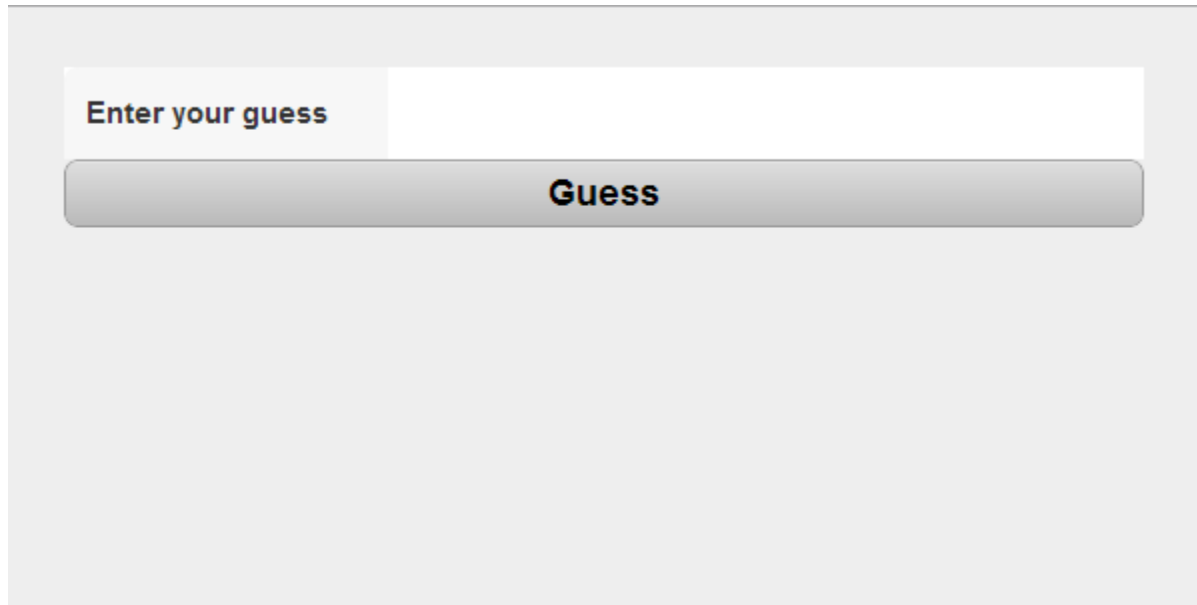
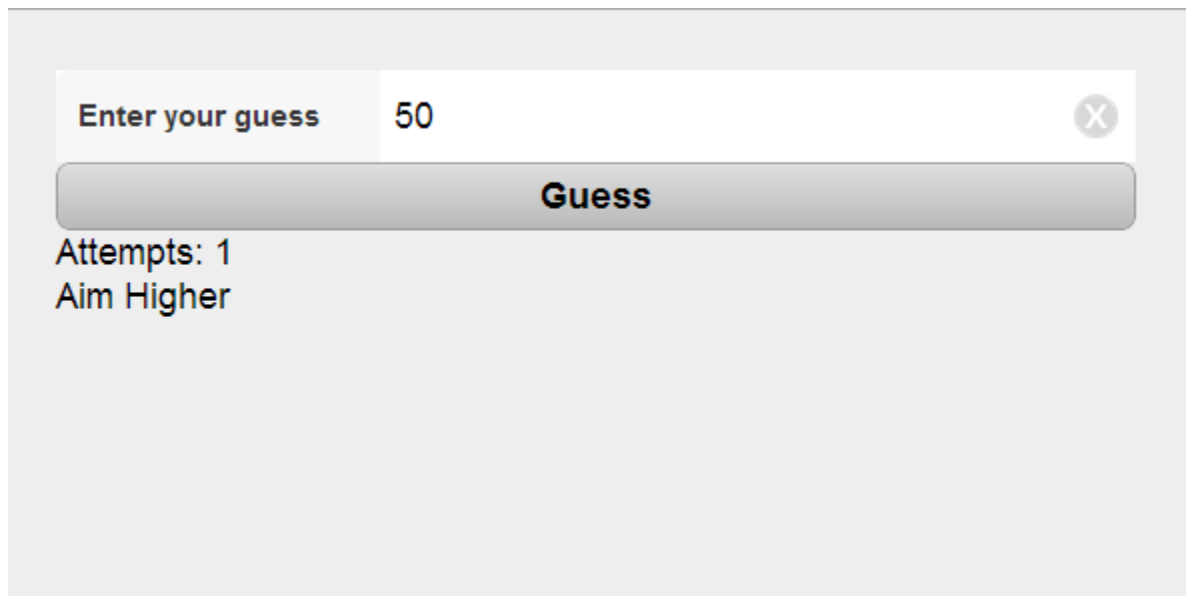


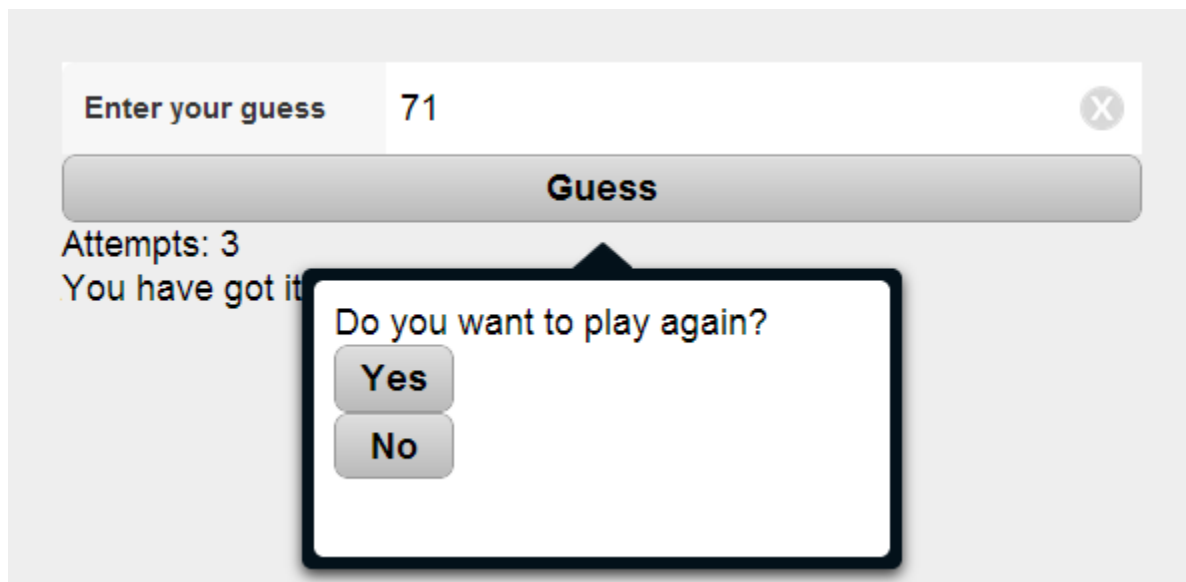
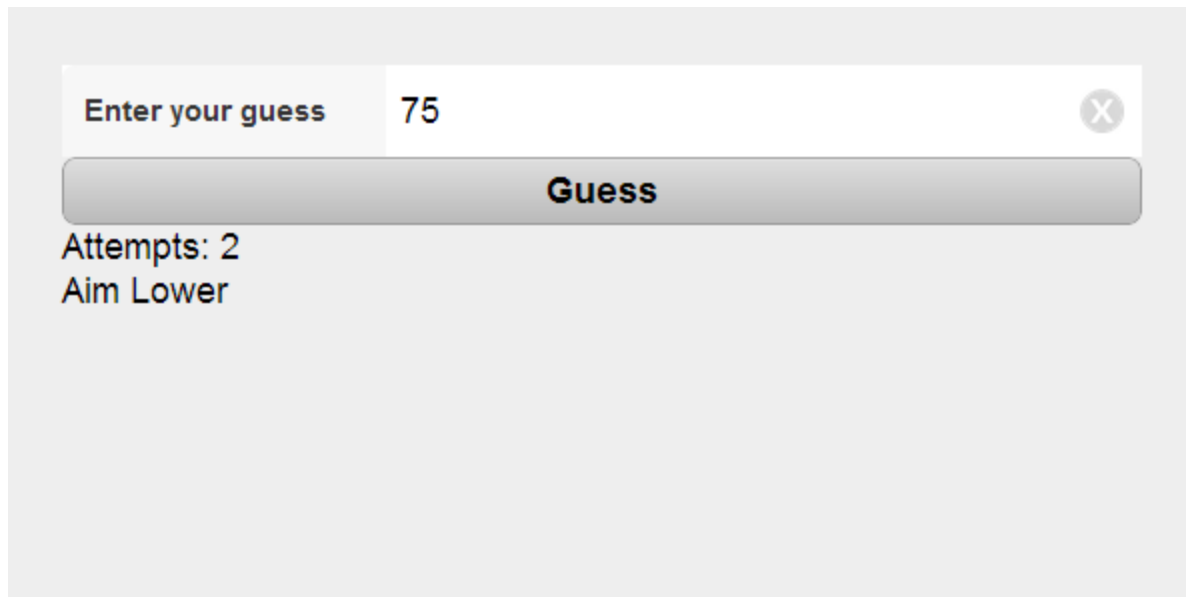
In this lab you will practice playing a guessing game using Sencha Touch. Screen shots for the application are given below.



This screenshot shows the initial state of the guessing game. It features a light gray background with a white input field at the top. The input field has a placeholder text "Enter your guess" on the left and a "Guess" button on the right. The button is gray with a gradient and rounded corners.



This screenshot shows the guessing game interface after a guess has been entered. The input field now contains the number "50" and a close button (an 'X' in a circle) on the right. Below the input field, the text "Attempts: 1" and "Aim Higher" is displayed. The "Guess" button remains below the input field.



On clicking yes a new number will be generated that you'll have to guess.  
On clicking no, disable the guess button.

**Note:**

- 1) Generate a random number between 1 and 100 and guess the number till you get it correct.
- 2) If the user wants to play a new game reinitialize the whole game and play again.
- 3) *Use a floating panel(refer to API documentation) for confirmation box instead of javascript window.confirm(). In the documentation look for showBy method in the Panel class.*
- 4) **The logic of the application should be decoupled from the UI. The logic should be in a separate class called Game.**