**Create game where User need to guess System's one random generated value.**

```html
<html lang="en">

<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Guess the Number Game</title>
    <style>
        * {
            text-align: center;
            justify-content: center;
            background-color: #e5e5e5;
        }

        h1 {
            color: #403d39;
        }

        input {
            width: 200px;
            height: 30px;
            margin: 20px;
            background-color: azure;
            border: solid #003049;
            border-radius: 5px;
        }

        button {
            padding: 10px 20px;
            border: none;
            border-radius: 5px;
            background-color: white;
            color: black;
            transition: background-color 0.3s ease;
        }
```

```
        button:hover {
            background-color: #3a86ff;
        }

        #result {
            margin-top: 20px;
            font-size: 18px;
        }
    </style>
</head>

<body>
    <h1>Guess the Number Game</h1>
    <input type="number" id="number_input" placeholder="Guess a number from 1-100">
    <br>
    <button onclick="guess_no()">Guess</button>
    <p id="result"></p>

    <script>
        let random_no = Math.floor(Math.random() * 100) + 1;

        function guess_no() {
            let number = parseInt(document.getElementById("number_input").value);
            let resultText = "";
            let resultElement = document.getElementById("result");

            if (isNaN(number)) {
                resultText = "Please enter a valid number.";
                resultElement.style.color = "red";
            } else if (number === random_no) {
                resultText = "Correct number!";
                resultElement.style.color = "green";
            } else if (number < random_no) {
                resultText = "Too low! Try again.";
                resultElement.style.color = "red";
            } else if (number > random_no) {
```

```
        resultText = "Too high! Try again.";

        resultElement.style.color = "red";

    }


    resultElement.innerText = resultText;

    }
  </script>
</body>

</html>
```

**OUTPUT**

# Guess the Number Game

Guess a number from 1-100

**Guess**

Please enter a valid number.

---

# Guess the Number Game

41

**Guess**

Correct number!

---

# Guess the Number Game

42

**Guess**

Too high! Try again.