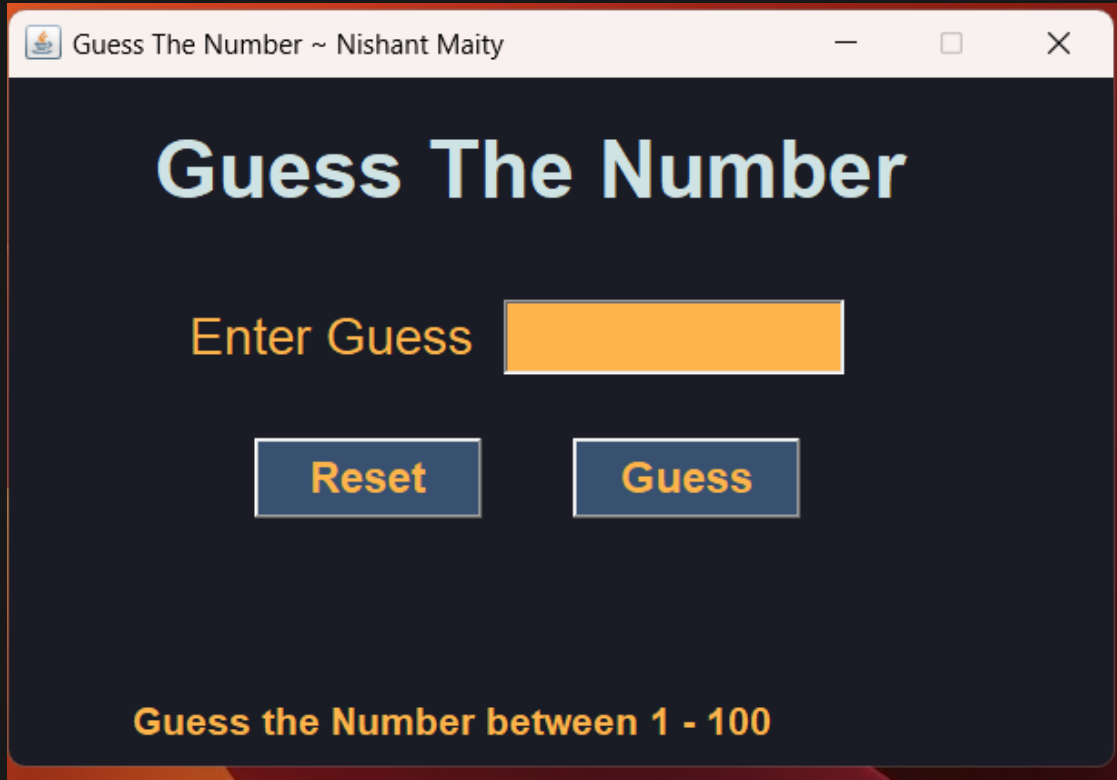


Guess The Number Java AWT Project



The screenshot shows a Java AWT window titled "Guess The Number ~ Nishant Maity". The window has a dark blue background. At the top, the title bar is white with standard window controls. The main content area features the title "Guess The Number" in large white font. Below it, the text "Enter Guess" is followed by an empty orange text input field. Underneath the input field are two blue buttons with white text: "Reset" and "Guess". At the bottom of the window, the text "Guess the Number between 1 - 100" is displayed in orange.

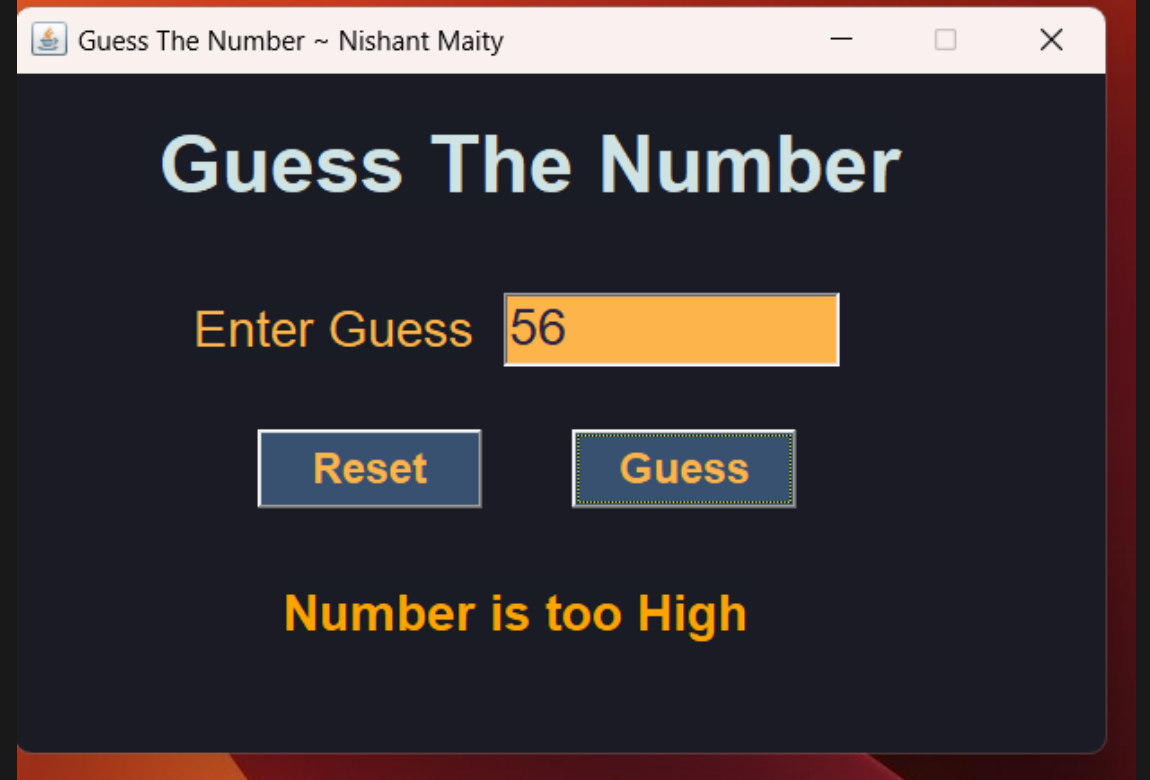
Guess The Number ~ Nishant Maity

Guess The Number

Enter Guess

Reset **Guess**

Guess the Number between 1 - 100



This screenshot shows the same window after a guess of 56 has been entered. The orange input field now contains the number "56". The "Guess" button is highlighted with a dashed orange border, indicating it is the active element. Below the buttons, the text "Number is too High" is displayed in orange, providing feedback to the user. The "Reset" button remains unchanged.

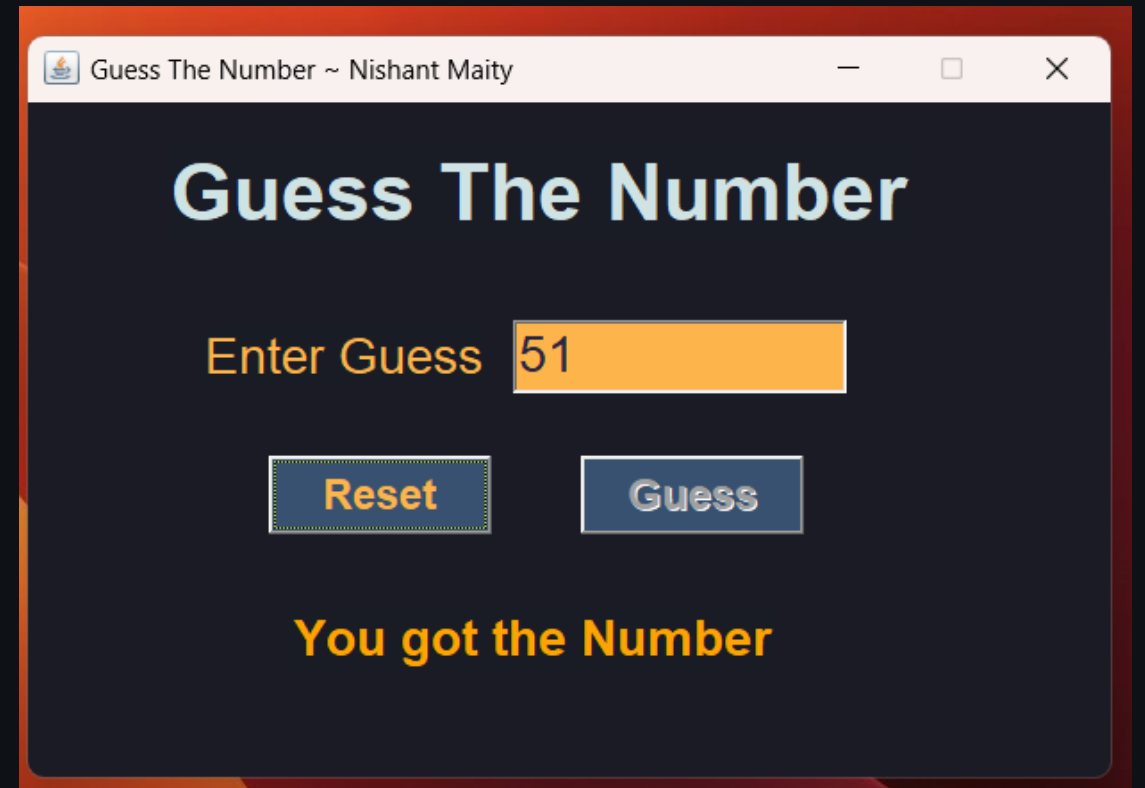
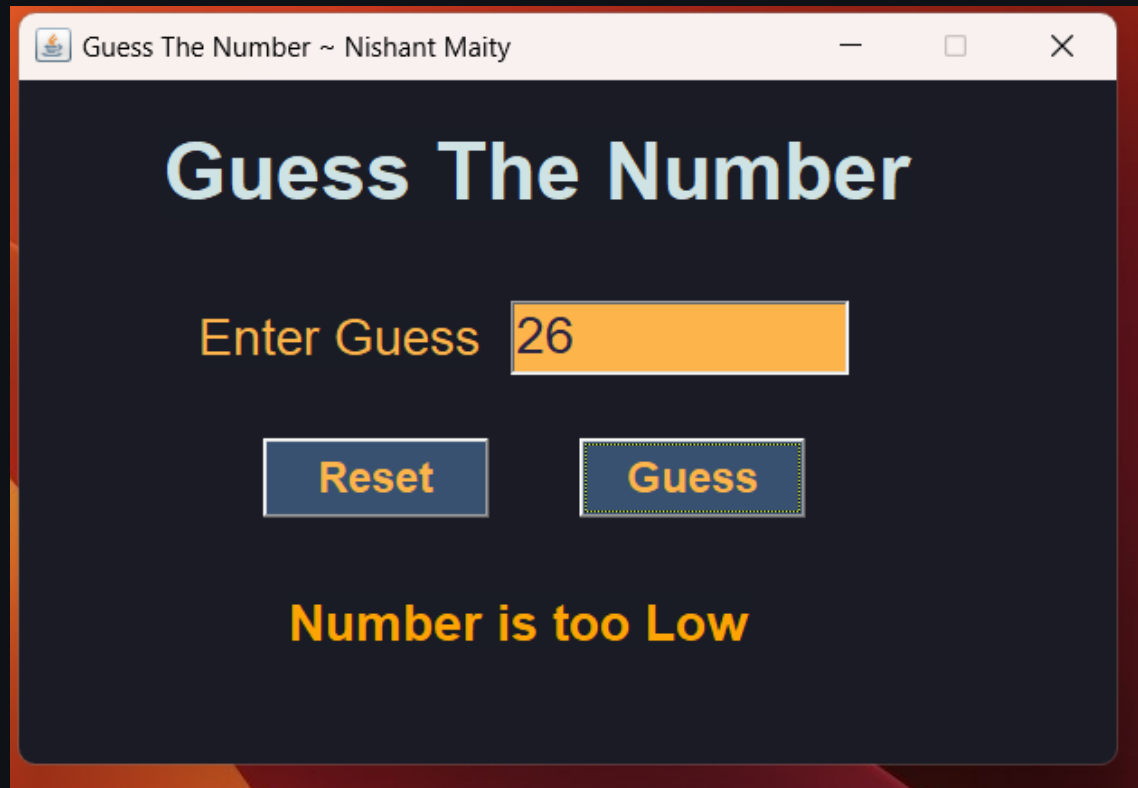
Guess The Number ~ Nishant Maity

Guess The Number

Enter Guess

Reset **Guess**

Number is too High



Generates random number after reset button pressed

**guess Button is disabled press reset
button to play again**

invalid input Errors

Guess The Number ~ Nishant Maity

Guess The Number

Enter Guess

Invalid Number

Guess The Number ~ Nishant Maity

Guess The Number

Enter Guess

Please Enter Number



Guess The Number ~ Nishant Maity



Guess The Number

Enter Guess

Reset

Guess

Invalid Input