# Import module

from tkinter import \*

def game():

ws.destroy()

import app

def instr():

ws.destroy()

import instruction

# Create object

root = Tk()

# Adjust size

root.geometry("800x500")

# Add image file

bg = PhotoImage(file="b8f34a.png")

# create a label

my\_label = Label(root, image=bg)

my\_label.place(x=0, y=0, relwidth=1, relheight=1)

Label(

root,

text='NUMBER GUESSING GAME',

font=('arial', 30, 'bold'),

relief=SOLID,

padx=20,

pady=20,

bg='dimgray'

)

start\_game = Button(

root,

width=20,

text='START GAME',

font=('arial', 14,'bold' ),

padx=10,

pady=10,

bg='darkseagreen',

fg='white',

command= game

)

start\_game.place(x=650, y=200)

instructions = Button(

root,

width=20,

text='Instructions',

font=('arial', 14, 'bold'),

padx=10,

pady=10,

bg='darkseagreen',

fg='white',

command=instr

)

instructions.place(x=650, y=400)

exit = Button(

root,

width=20,

text='Quit Game',

font=('arial', 14, 'bold'),

padx=10,

pady=10,

bg='darkseagreen',

fg='white',

command=exit

)

exit.place(x=650, y=600)

root.mainloop()