**Question: Geometric Shape Interactive Tool**

**Background:**

You are tasked with creating an interactive tool using Python that allows users to visualize and interact with geometric shapes. Specifically, you will use the turtle graphics library to work with rectangles and points.

**Objective:**

Develop a Python application that performs the following tasks:

1. **Drawing Rectangles:**
   * Create a class Rectangle that can draw a rectangle on the screen.
   * The rectangle is defined by two corner points: the bottom-left corner and the top-right corner.
2. **Point Visualization:**
   * Create a class Point that can represent a point in a 2D coordinate system.
   * The Point class should have a method to draw the point on the canvas.
3. **User Interaction:**
   * Prompt the user to input two sets of coordinates to define the rectangle (bottom-left and top-right).
   * Draw the rectangle using the turtle graphics library.
   * Prompt the user to input the coordinates of a point and determine if this point falls inside the drawn rectangle.
   * Calculate the area of the rectangle and prompt the user to guess the area.
   * Provide feedback on whether the guessed area is correct or not.
4. **Graphics Display:**
   * Use the turtle library to:
     + Draw the rectangle and the point on the canvas.
     + Display a dot at the point’s location.
     + Ensure the canvas is large enough (e.g., 1000x1000 pixels) to accommodate the drawings.

**Requirements:**

1. **Classes and Methods:**
   * **Point Class:**
     + \_\_init\_\_(self, x, y): Initializes a point with coordinates (x, y).
     + falls\_in\_rectangle(self, rectangle): Checks if the point is inside the given rectangle.
     + distance\_from\_point(self, x, y): Calculates the distance from the point to another point (x, y).
     + go\_to\_point(self): Moves the turtle to the point and draws a dot.
   * **Rectangle Class:**
     + \_\_init\_\_(self, point1, point2): Initializes a rectangle with two corner points.
     + area\_of\_rectangle(self): Calculates the area of the rectangle.
   * **GuiRectangle Class (inherits from Rectangle):**
     + draw(self): Draws the rectangle on the turtle canvas.
2. **User Inputs:**
   * Coordinates for the bottom-left and top-right corners of the rectangle.
   * Coordinates of a point to check if it falls inside the rectangle.
   * A guess for the area of the rectangle.
3. **Outputs:**
   * Display the drawn rectangle and point on the turtle canvas.
   * Indicate whether the point is inside the rectangle.
   * Show the area of the rectangle and the difference between the guessed area and the actual area.

**Example:**

1. User inputs rectangle coordinates: (3, 4) for the bottom-left corner and (10, 20) for the top-right corner.
2. The rectangle is drawn on the canvas.
3. User inputs a point coordinate: (5, 10).
4. The tool checks if the point is inside the rectangle and provides feedback.
5. User guesses the area of the rectangle.
6. The tool calculates and displays the difference between the guessed area and the actual area.

**Deliverables:**

* A Python script implementing the classes and methods as described.
* Functional code that fulfils all requirements and provides a user-friendly interactive experience.