Interactive Number Guessing Gamming App with Tkinter GUI version

import tkinter as tk  
from tkinter import messagebox  
import random  
  
# Generate random number  
pythonr\_number = random.randint(1, 10)  
  
# Initialize guess tracking  
chance = 3  
  
# ---------------- GUI SETUP ----------------  
root = tk.Tk()  
root.title("Number Guessing Game")  
root.geometry("400x300")  
root.resizable(True, True)  
root.configure(bg="#f0f8ff")  
  
# ---------------- Functions ----------------  
def check\_guess():  
 global chance  
 user\_input = entry.get()  
  
 if not user\_input.isdigit():  
 status\_label.config(text="❌ Please enter a valid number between 1 and 10.", fg="red")  
 return  
  
 guess = int(user\_input)  
 entry.delete(0, tk.END)  
  
 if guess == pythonr\_number:  
 status\_label.config(text="✅ Correct guess! You win!", fg="green")  
 disable\_game()  
 else:  
 chance\_left = chance - 1  
 if chance\_left > 0:  
 status\_label.config(  
 text=f"❌ Wrong guess. Try again! Chances left: {chance\_left}", fg="orange"  
 )  
 chance\_display.config(text=f"Chances left: {chance\_left}")  
 else:  
 status\_label.config(  
 text=f"❌ Game Over! The correct number was {pythonr\_number}.", fg="red"  
 )  
 messagebox.showinfo("Game Over", "Better luck next time!")  
 disable\_game()  
 chance -= 1  
  
def disable\_game():  
 entry.config(state="disabled")  
 guess\_button.config(state="disabled")  
  
def reset\_game():  
 global pythonr\_number, chance  
 pythonr\_number = random.randint(1, 10)  
 chance = 3  
 entry.config(state="normal")  
 guess\_button.config(state="normal")  
 entry.delete(0, tk.END)  
 status\_label.config(text="Enter a number between 1 and 10 to begin.", fg="black")  
 chance\_display.config(text="Chances left: 3")  
  
# ---------------- Widgets ----------------  
title\_label = tk.Label(root, text="🎯 Number Guessing Game", font=("Helvetica", 18, "bold"), bg="#f0f8ff")  
title\_label.pack(pady=10)  
  
entry = tk.Entry(root, font=("Helvetica", 14), justify="center")  
entry.pack(pady=10)  
  
guess\_button = tk.Button(root, text="Guess", font=("Helvetica", 12, "bold"), command=check\_guess, bg="#4CAF50", fg="white", width=10)  
guess\_button.pack(pady=5)  
  
status\_label = tk.Label(root, text="Enter a number between 1 and 10 to begin.", font=("Helvetica", 12), bg="#f0f8ff")  
status\_label.pack(pady=10)  
  
chance\_display = tk.Label(root, text="Chances left: 3", font=("Helvetica", 12, "bold"), bg="#f0f8ff", fg="blue")  
chance\_display.pack(pady=5)  
  
reset\_button = tk.Button(root, text="Reset Game", font=("Helvetica", 10), command=reset\_game, bg="#2196F3", fg="white")  
reset\_button.pack(pady=10)  
  
# ---------------- Start App ----------------  
entry.focus()  
root.mainloop()