

project > number_guessing_gui.py > ...

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6 class NumberGuessingGame:
40 def check_guess(self):
42     messagebox.showwarning("Start Game", "Please click 'Start New Game' first.")
43     return
44
45     guess = self.entry.get()
46     if not guess.isdigit():
47         self.result_label.config(text="❌ Please enter a valid number!")
48         return
49
50     guess = int(guess)
51     self.attempts += 1
52
53     if guess < self.secreet_number:
54         self.result_label.config(text="▼ Too low! Try again.")
55     elif guess > self.secreet_number:
56         self.result_label.config(text="▲ Too high! Try again.")
57     else:
58         self.result_label.config(text=f"✅ Correct! You won in {self.attempts} attempts! 🎉")
59
60 # --- Run the App ---
61 root = tk.Tk()
62 game = NumberGuessingGame(root)
63 root.mainloop()
64
65
```

