

project > number_guessing_gui.py > NumberGuessingGame > __init__

```
1  import tkinter as tk
2  from tkinter import messagebox
3  import random
4
5  # --- Core Game Logic ---
6  class NumberGuessingGame:
7      def __init__(self, root):
8          self.root = root
9          self.root.title("🎯 Number Guessing Game")
10         self.secret_number = None
11         self.attempts = 0
12
13         # Label
14         self.label = tk.Label(root, text="Click Start to begin!", font=("Arial", 14))
15         self.label.pack(pady=10)
16
17         # Entry for guesses
18         self.entry = tk.Entry(root, font=("Arial", 14), justify="center")
19         self.entry.pack(pady=10)
20
21         # Submit guess button
22         self.submit_btn = tk.Button(root, text="Submit Guess", command=self.check_guess)
23         self.submit_btn.pack(pady=5)
24
25         # Start game button
26         self.start_btn = tk.Button(root, text="Start New Game", command=self.start_game)
27         self.start_btn.pack(pady=5)
28
29         # Feedback label
30         self.result_label = tk.Label(root, text="", font=("Arial", 12))
```

