***Python Project***

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from tkinter import \*

import random

computer\_guess = random.randint(1, 10)

def check():

user\_guess = int(txt\_guess.get())

if user\_guess < computer\_guess:

msg="LOWER!"

elif user\_guess > computer\_guess:

msg="HIGHER!"

elif user\_guess == computer\_guess:

msg="Correct!"

else:

msg="Something went wrong..."

lbl\_result["text"]=msg

root=Tk()

root.geometry("400x400")

lbl\_title=Label(root,text="Welcome to the Guessing Game!")

lbl\_title.pack()

lbl\_result=Label(root,text="Good Luck!")

lbl\_result.pack()

btn\_check=Button(root,text="Check",fg="green",command=check)

btn\_check.pack(side="left")

btn\_reset=Button(root,text="Reset",fg="red")

btn\_reset.pack(side="right")

txt\_guess=Entry(root,width=6)

txt\_guess.pack()

btn\_quit=Button(root,text="quit",command=quit)

btn\_quit.pack(side="bottom")

root.mainloop()