File Edit Format Run Options Window Help

```
from tkinter import *
from tkinter import messagebox
from random import randint

root = Tk()
root.geometry("5
root.title("Numb

def GenerateNumb
    global Numbe
    Number = ran
    messagebox.s

def GuessNumberF
    global Numbe
    UserResponse
    UserResponse
    if UserRespo
        ResultLa
    elif UserRes
        ResultLa
    else:
        ResultLa
        AnswerEn


Title = Label(ro
Title.pack()
MainFrame = Fram
MainFrame.pack(p
GuessNumLabel =
GuessNumLabel.pa
AnswerEntry = En
AnswerEntry.pack
GenerateNumberBt
GenerateNumberBt
GuessBtn = Butto
GuessBtn.pack(pa
ResultLabel = La
ResultLabel.pack
```

IDLE Shell 3.9.4

File Edit Shell Debug Options Window Help

```
Python
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Type "                              on.
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======                             e.py ======
```

 reen")

nd="white", command=GenerateNumberFunc)

=GuessNumberFunc)

Number Guessing Game

Number Guessing Game

Guess a number from 1 to 20:

```
13
```

Generate Number

Guess

Incorrect! Guess Lower Number

File

```
fron  Python
fron  D64)]                            64 bit (AM
      Type "                      on.
root  >>>
root  ======                      e.py ======
root


def


def


Titl
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Main
Gues
Gues
Answ
Answ
Gene
Gene
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Gues
ResultLabel = Label(Mainframe, text=  , font=( Arial , 16))
ResultLabel.pack()
```

16), background="white", command=GenerateNumberFunc)

ite", command=GuessNumberFunc)

umber), fg="Green")

Ln: 5 Col: 0

IDLE Shell 3.9.4

File Edit Shell Debug Options Window Help

Number Guessing Game

Number Guessing Game

Guess a number from 1 to 20:

```
2
```

Generate Number

Guess

Incorrect! Guess Higher Number

File   Edit   Format   Run   Options   Window   Help

```
from tkinter import *
from tkinter import messagebox
from random import randint

root = Tk()
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MainFrame = Fram
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AnswerEntry.pack
GenerateNumberBt
GenerateNumberBt
GuessBtn = Butto
GuessBtn.pack(pa
ResultLabel = La
ResultLabel.pack
```

IDLE Shell 3.9.4

File   Edit   Shell   Debug   Options   Window   Help

```
Python
D64)]                                      64 bit (AM
Type "                                     on.
>>>                                        e.py ======
```

Number Guessing Game

Number Guessing Game

Guess a number from 1 to 20:

```
1
```

Generate Number

Guess

You Guess was Correct...! The Number was 1

nd="white", command=GenerateNumberFunc)

=GuessNumberFunc)

reen")