

NumberGuessingGame.py - C:/Users/YOGESWARI/OneDrive/Desktop/NumberGuessingGame.py (3.9.4)

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

```
root = Tk()
root.geometry("500x500")
root.title("Number Guessing Game")
```

```
def GenerateNumber():
    global Number
    Number = randint(1, 20)
    messagebox.showinfo("Number", Number)
```

```
def GuessNumberFunc():
    global Number
    UserResponse = int(AnswerEntry.get())
    UserResponse = int(AnswerEntry.get())
    if UserResponse < Number:
        ResultLabel.config(text="Incorrect! Guess Lower Number")
    elif UserResponse > Number:
        ResultLabel.config(text="Incorrect! Guess Higher Number")
    else:
        ResultLabel.config(text="Correct! You guessed the number")
        AnswerEntry.delete(0, END)
```

```
Title = Label(root, text="Number Guessing Game", font=("Arial", 16))
Title.pack()
MainFrame = Frame(root)
MainFrame.pack(padx=10, pady=10)
GuessNumLabel = Label(MainFrame, text="Guess a number from 1 to 20:")
GuessNumLabel.pack(pady=10)
AnswerEntry = Entry(MainFrame)
AnswerEntry.pack(pady=10)
GenerateNumberBtn = Button(MainFrame, text="Generate Number", command=GenerateNumberFunc)
GenerateNumberBtn.pack(pady=10)
GuessBtn = Button(MainFrame, text="Guess", command=GuessNumberFunc)
GuessBtn.pack(pady=10)
ResultLabel = Label(MainFrame, text="", font=("Arial", 16))
ResultLabel.pack(pady=10)
```

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Python 3.9.4

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Type "help()"

>>>

Number Guessing Game

Guess a number from 1 to 20:

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Generate Number

Guess

Incorrect! Guess Lower Number

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Type "help()"

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Number Guessing Game

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Generate Number

Guess

Incorrect! Guess Higher Number

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ResultLabel = Label(MainFrame, text="", font=("Arial", 16))

ResultLabel.pack()

```
from tkinter import *
from tkinter import messagebox
from random import randint
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```
root = Tk()
root.geometry("500x500")
root.title("Number Guessing Game")
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```
def GenerateNumber():
    global Number
    Number = randint(1, 20)
    messagebox.showinfo("Number", Number)
```

```
def GuessNumberFunc():
    global Number
    UserResponse = AnswerEntry.get()
    if UserResponse == Number:
        ResultLabel.config(text="You Guess was Correct...! The Number was " + str(Number))
    elif UserResponse < Number:
        ResultLabel.config(text="Your Guess is too low")
    else:
        ResultLabel.config(text="Your Guess is too high")
    AnswerEntry.delete(0, END)
```

```
Title = Label(root, text="Number Guessing Game", font=("Helvetica", 16))
Title.pack()
MainFrame = Frame(root)
MainFrame.pack(pady=10)
GuessNumLabel = Label(MainFrame, text="Guess a number from 1 to 20:", font=("Helvetica", 12))
GuessNumLabel.pack(pady=10)
AnswerEntry = Entry(MainFrame, width=20)
AnswerEntry.pack(pady=10)
GenerateNumberBtn = Button(MainFrame, text="Generate Number", font=("Helvetica", 10))
GenerateNumberBtn.pack(pady=10)
GuessBtn = Button(MainFrame, text="Guess", font=("Helvetica", 10))
GuessBtn.pack(pady=10)
ResultLabel = Label(MainFrame, text="", font=("Helvetica", 12))
ResultLabel.pack(pady=10)
```

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Number Guessing Game

Guess a number from 1 to 20:

Generate Number

Guess

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

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