



Java GUI Assignment

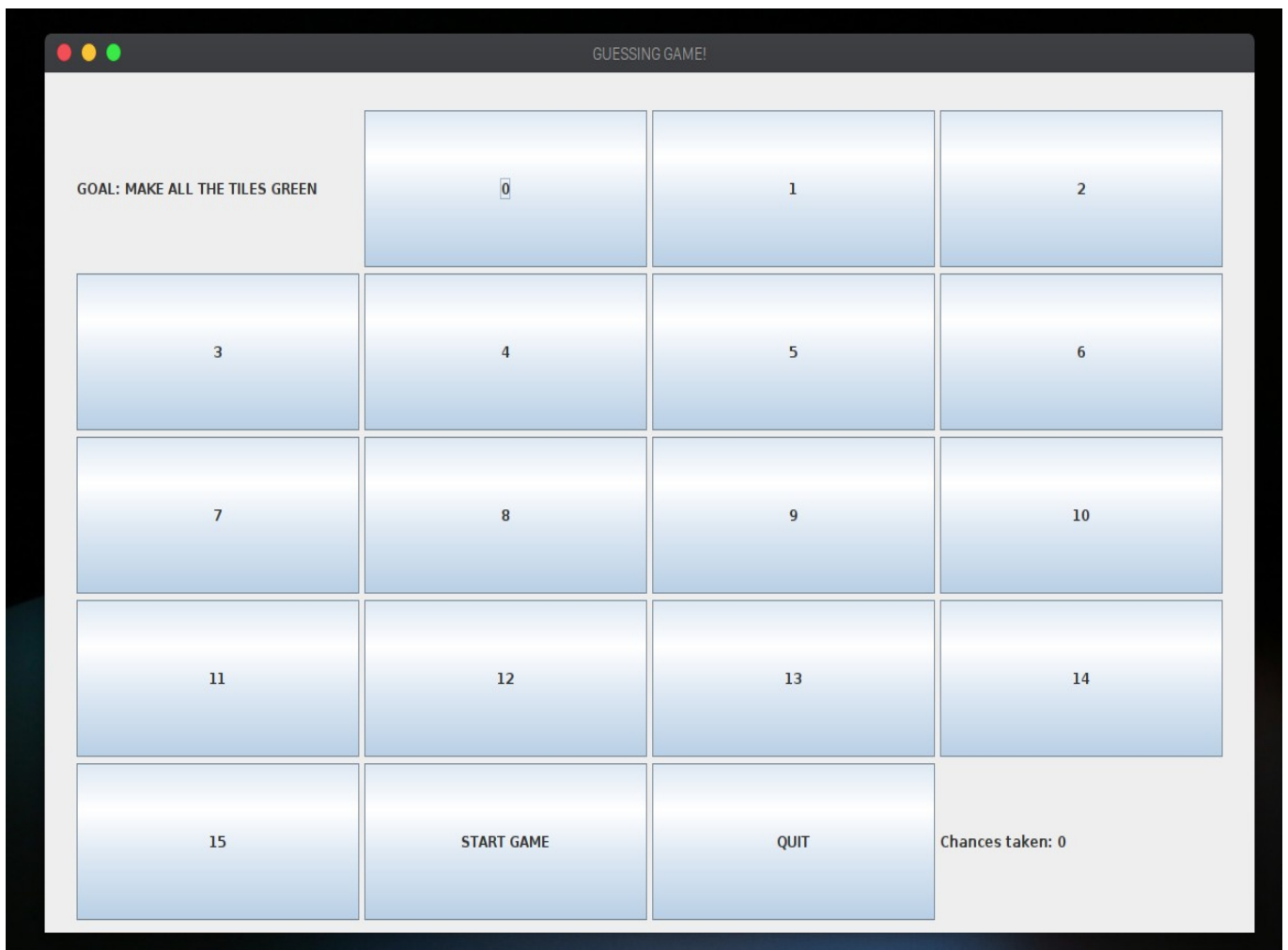
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GUESSING GAME

A simple guessing game made in Java.

GOAL OF GAME:

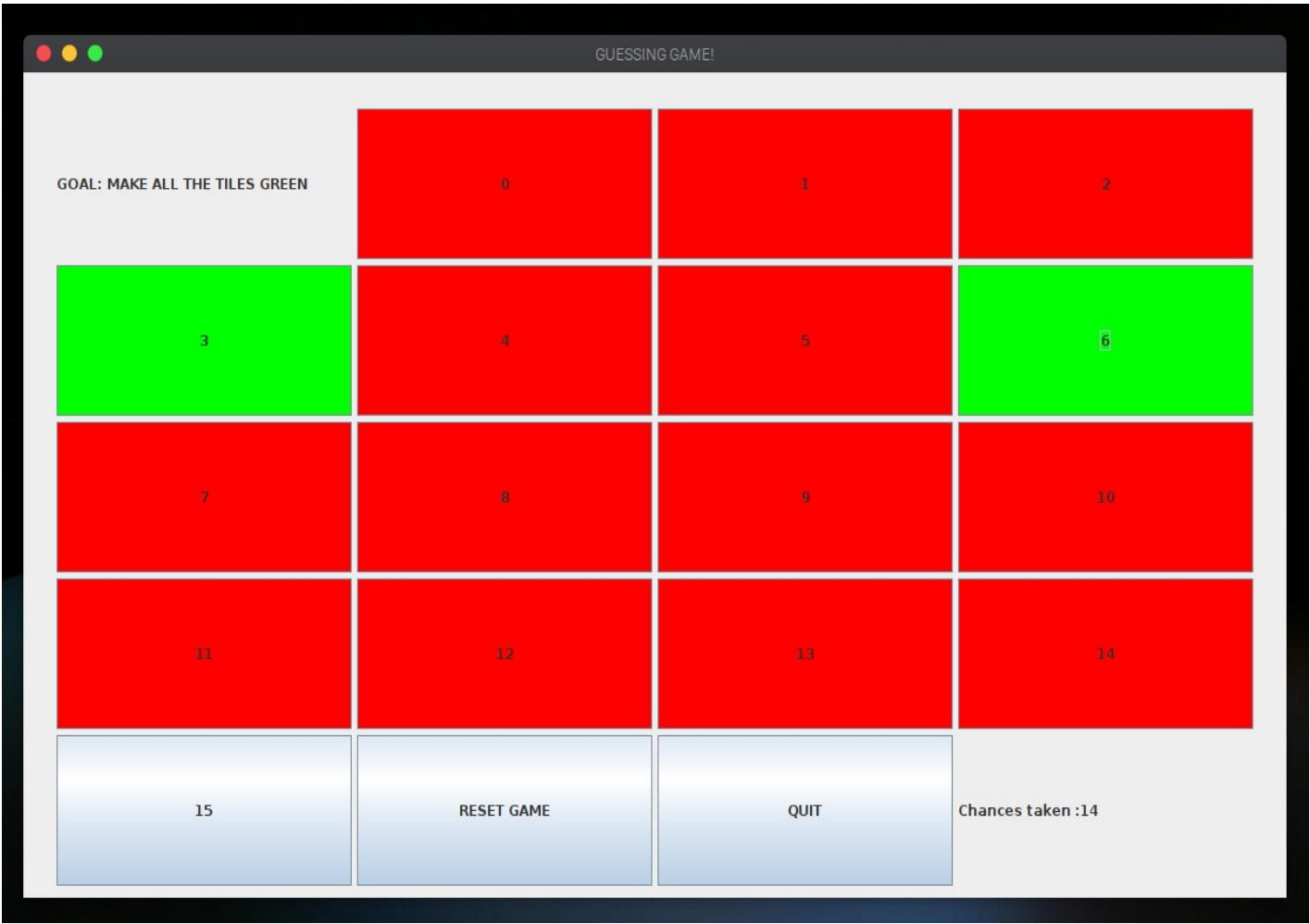
To make all the tiles **Green** by choosing the correct number by guessing.(as shown in fig.)



Start the game a random no will be generated and will be hiding behind a tile. As soon as correct tile is chose it turn green else red.

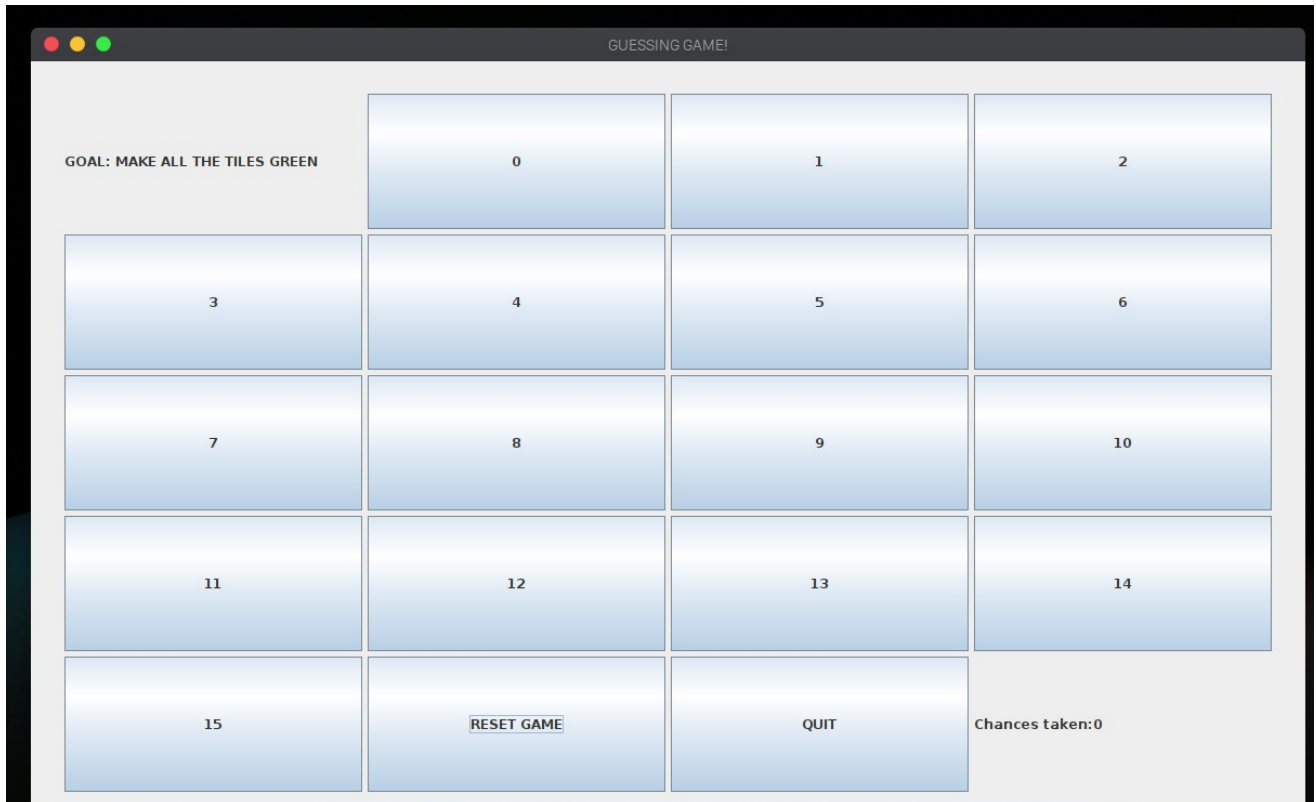


Keep playing until all turns to be **green**.
Once a tile is chosen to be green can be again be a correct one.
And if again guessed it turns to be red .
A red card tile may be turned green and vice versa if draws are correct and wrong.



Reset the game to start again:

No of chances changes to 0 again and start again



And press quit to exit the game.

Running the program.

