

```
import tkinter as tk
import random

n = random.randint(1, 100)
count = 0

def guess():
    global count
    try:
        g = int(entry.get())
        count += 1
        if g < n:
            label.config(text="Too small, try again")
        elif g > n:
            label.config(text="Too large, try again")
        else:
            label.config(text=f"Correct! Guesses: {count}")
    except:
        label.config(text="Enter a number")

entry = tk.Entry()
entry.pack()

tk.Button(text="Guess", command=guess).pack()

label = tk.Label()
label.pack()

tk.mainloop()
```