

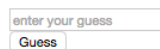
Lab 01

In the lab you'll implement a simple guessing game.

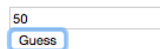
Your application will generate a random number between 1 and 100. The user will play the game till he guesses the number correct.

The user will have a textbox where he enters the number and hits a button. Say the number generated is 70, and the user begins to play the game. Here's the list of screen shots for playing the game.

Welcome to the guessing game. Enter a number between 1 and 100



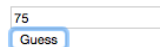
Welcome to the guessing game. Enter a number between 1 and 100



Aim Higher

Attempts: 1

Welcome to the guessing game. Enter a number between 1 and 100



Aim Lower

Attempts: 2

Welcome to the guessing game. Enter a number between 1 and 100



You've got it!!!

Attempts: 6