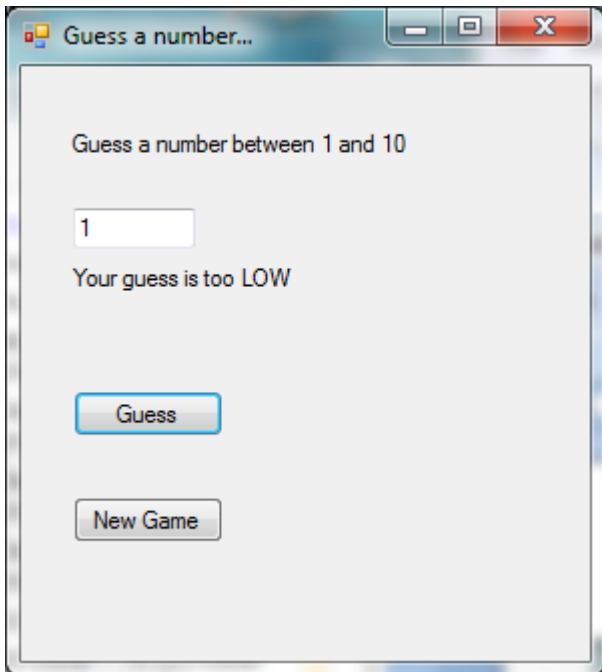
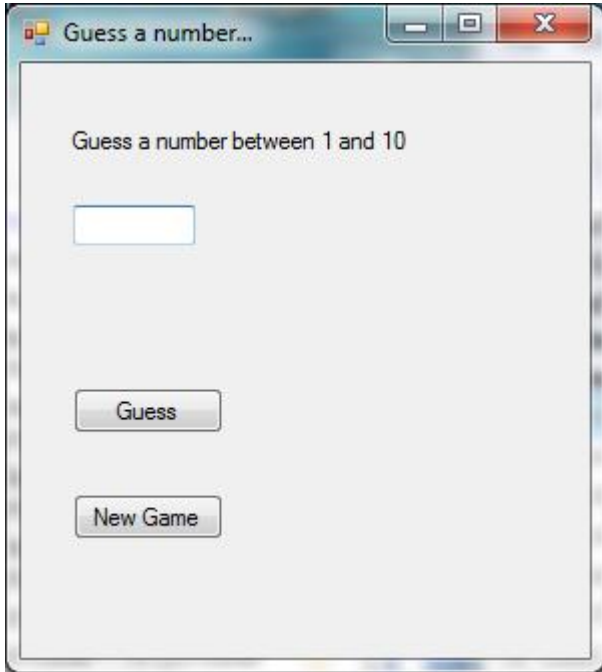
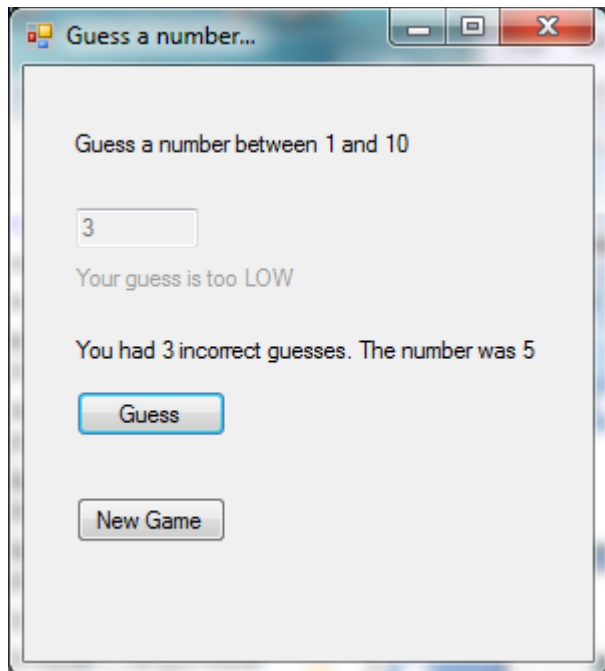
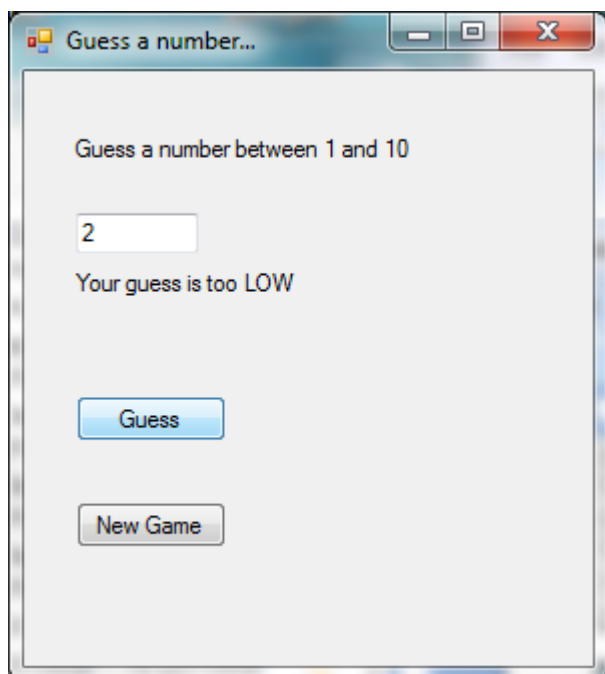


Makeup Lab by Bryant Tunbutr





Source code for BTunbutrMakeupLab.cs

```
/*
 * Project:          BTunbutrMakeupLab
 * Programmer:       Bradley/Millspaugh
 * Date:            Nov 22
 * Description:      Make a fun guessing game using if else loops
 *
 * I certify that the code below is my own work.
 */

using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;

namespace WindowsFormsApplication17
{
    public partial class guessingGameForm : Form
    {
        int numberInt, guessInt, triesInt;

        public guessingGameForm()
        {
            InitializeComponent();
        }

        private void Form1_Load(object sender, EventArgs e)
        {
            //initialize random number & store it

            Random rand = new Random();
            numberInt = rand.Next(1, 11);
        }

        private void newGameButton_Click(object sender, EventArgs e)
        {
            //initialize random number & store it

            Random rand = new Random();
            numberInt = rand.Next(1, 11);

            //reset number of tries

            triesInt = 0;

            //reactivate forms and clear them
        }
    }
}
```

```

        responseLabel.Enabled = true;
        responseLabel.Text = "";

        finalLabel.Text = "";
        guessTextBox.Enabled = true;
    }

private void guessButton_Click(object sender, EventArgs e)
{
    //input user guess number

    guessInt = Int32.Parse(guessTextBox.Text);

    //conditional statement comparing guess to random number

    if (guessInt != numberInt)
    {
        if (guessInt > numberInt)
        { responseLabel.Text = "Your guess is too HIGH"; }
        if (guessInt < numberInt)
        { responseLabel.Text = "Your guess is too LOW"; }

        //keep track of number of guesses

        triesInt++;
    }
    else
        //if correct response

        { responseLabel.Text = "Your guess is CORRECT!"; }

    if (triesInt == 3)
    {
        //stop further guessing and provide correct answer

        responseLabel.Enabled = false;
        guessTextBox.Enabled = false;
        finalLabel.Text = "You had 3 incorrect guesses. The number
was " + numberInt; }

    }
}

```