Task 1: Number Guessing Game
Objective: Build a simple number-guessing game where the user tries to guess a randomly generated number.

Requirements:
    1.Generate a random number between 1 and 100.
    2.Allow the user to input their guess in a text box.
    3.After each guess, display a message:
        - "Too high!" if the guess is greater than the number.
        - "Too low!" if the guess is less than the number.
        - "Correct!" if the guess matches the number.
    4.Allow the user to keep guessing until they find the correct number.
    5.Track and display the number of guesses taken.
Bonus Features:
    Add a "Restart" button to reset the game.
    Set a limit on the number of guesses (e.g., 10) and end the game if the user runs out of attempts.