using System;

using System.Drawing;

using System.Windows.Forms;

namespace guessnumber

{

public partial class Form1 : Form

{

private int randomNumber;

private const int MinNumber = 1;

private const int MaxNumber = 1000;

public Form1()

{

InitializeComponent();

StartNewGame();

}

private void StartNewGame()

{

Random rand = new Random();

randomNumber = rand.Next(MinNumber, MaxNumber + 1);

labelins.Text = "I have a number between 1 and 1000--can you guess my number?";

textBoxguess.Text = "";

textBoxguess.Enabled = true;

buttonguess.Enabled = true;

this.BackColor = DefaultBackColor;

}

private void Form1\_Load(object sender, EventArgs e)

{

}

private void label1\_Click(object sender, EventArgs e)

{

}

private void buttonguess\_Click(object sender, EventArgs e)

{

for (int i = 0; i < 10; i++)

{

label1.Enabled = true;

try

{

int userGuess = int.Parse(textBoxguess.Text);

if (userGuess == randomNumber)

{

label1.Text = "Correct!";

this.BackColor = Color.Green;

textBoxguess.Enabled = false;

buttonguess.Enabled = false;

}

else

{

if (userGuess > randomNumber)

{

label1.Text = "Too High,try another number";

this.BackColor = Color.Blue;

label1.Enabled = true;

}

else

{

label1.Text = "Too Low, try another number";

this.BackColor = Color.Red;

label1.Enabled = true;

}

}

}

catch

{

MessageBox.Show("Please enter a valid number.");

}

}

}

private void buttonrestart\_Click(object sender, EventArgs e)

{

StartNewGame();

}

}

}