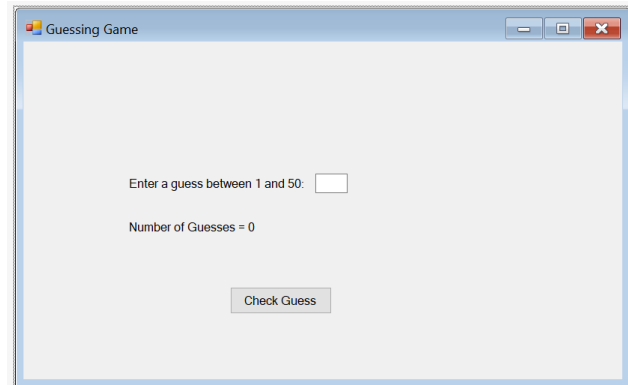


# Guessing Game:

## Design Window:



## Code:

```
Public Class Form1
```

```
    Const MIN As Integer = 1
```

```
    Const MAX As Integer = 50
```

```
    Private Sub btnCheckGuess_Click(sender As Object, e As EventArgs) Handles btnCheckGuess.Click
```

```
        Randomize()
```

```
        Static secretNumber As Integer = Int((MAX - MIN + 1) * Rnd() + MIN)
```

```
        'Bonus
```

```
        Static counter As Integer
```

```
        Dim guess As Integer = Val(txtPlayerGuess.Text)
```

```
        If guess = secretNumber Then
```

```
            lblMessage.Text = "You guessed it!!"
```

```
            'Bonus
```

```
            MessageBox.Show("You Won!")
```

```
            Application.Exit()
```

```
        ElseIf guess > secretNumber Then
```

```
            lblMessage.Text = "Too High"
```

```
        ElseIf guess < secretNumber Then
```

```
            lblMessage.Text = "Too Low"
```

```
        End If
```

```
        'Bonus
```

```
        counter += 1
```

```
        lblCounter.Text = "Number of Guesses = " & counter
```

```
        If counter > 5 Then
```

```
            MessageBox.Show("You Lose!")
```

```
            Application.Exit()
```

```
        End If
```

```
    End Sub
```

```
    Private Sub txtPlayerGuess_TextChanged(sender As Object, e As EventArgs) Handles
```

```
txtPlayerGuess.TextChanged
```

```
        lblMessage.Text = Nothing
```

```
    End Sub
```

```
End Class
```