import java.awt.\*;

import java.awt.event.ActionEvent;

import java.awt.event.ActionListener;

import java.awt.event.WindowAdapter;

import java.awt.event.WindowEvent;

public class GuessGame {

private Frame mf;

private Label sl;

public static void main(String[] args) {

GuessGame gg = new GuessGame();

gg.prepareGUI();

}

GuessGame(){

}

public void prepareGUI(){

mf = new Frame("Guess Game");

mf.setBounds(450,200,500, 400);

mf.setLayout(null);

mf.addWindowListener(new WindowAdapter() {

public void windowClosing(WindowEvent windowEvent) {

System.exit(0);

}

});

Font myFont = new Font("Serif",Font.BOLD,17);

sl = new Label();

sl.setAlignment(Label.CENTER);

sl.setFont(myFont);

sl.setBounds(80, 300,350,100);

Label l1 = new Label("Minimum Range:", Label.CENTER);

l1.setBounds(50, 100, 150, 30);

l1.setFont(myFont);

TextField t1 = new TextField();

t1.setBounds(200, 100, 250, 30);

Label l2 = new Label("Maximum Range:", Label.CENTER);

l2.setBounds(50, 150, 150, 30);

l2.setFont(myFont);

TextField t2 = new TextField();

t2.setBounds(200, 150, 250, 30);

Label l3 = new Label(" Guess: ", Label.CENTER);

l3.setBounds(120, 200, 70, 30);

l3.setFont(myFont);

TextField t3 = new TextField();

t3.setBounds(200, 200, 250, 30);

Button submitB = new Button("Submit");

submitB.setFont(myFont);

submitB.setBounds(200, 250, 100, 50);

submitB.setBackground(Color.gray);

submitB.setForeground(Color.white);

submitB.addActionListener(new ActionListener() {

public void actionPerformed(ActionEvent ae) {

int min = Integer.parseInt(t1.getText());

int max = Integer.parseInt(t2.getText());

int a3 = Integer.parseInt(t3.getText());

int r =(int)(Math.random()\* (max+1-min)) + min;

if(min>a3){

sl.setText("Your number is less than Minimum Range");

}else if(a3>max){

sl.setText("Your number is greater than Maximum Range");

}

else if( r==a3){

sl.setText("!!!You Win!!!");

}else if(r != a3 )

sl.setText("The Random Number was " + r);

}

});

mf.add(l1);

mf.add(t1);

mf.add(l2);

mf.add(t2);

mf.add(l3);

mf.add(t3);

mf.add(submitB);

mf.add(sl);

mf.setVisible(true);

}

}

**OUTPUT:**

