**Objective**

Design and implement a **Number Guessing Game** in Python using **Object-Oriented Programming (OOP)** principles and **NumPy's random number generation**.

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The game randomly generates a secret number, and the player must guess it within a limited number of attempts based on the selected difficulty level.

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🔢 **Difficulty Levels**

🟢 **Easy Mode**

- Random number range: **1 to 100**
- Maximum attempts allowed: **6**

🔴 **Hard Mode**

- Random number range: **1 to 1000**
- Maximum attempts allowed: **9**

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⚙️ **Functional Requirements**

1. The program must use **NumPy (numpy.random)** to generate the random number.
2. The game logic must be implemented using **OOP concepts**:
    - Create a **class** (e.g., GuessingGame)
    - Use **instance variables** to store:
        - secret number
        - number of attempts
        - difficulty level
    - Use **methods** to:
        - start the game
        - accept user guesses

        - validate guesses
        - display hints and results
3. The player should be prompted to choose a **difficulty level** (Easy or Hard).
4. After each guess:
    - Display **“Too High”**, **“Too Low”**, or **“Correct Guess”**.
5. The game should end when:
    - The player guesses the number correctly, **OR**
    - The player exhausts all allowed attempts.
6. At the end of the game, display:
    - The correct number
    - Whether the player **won or lost**
    - Total attempts used