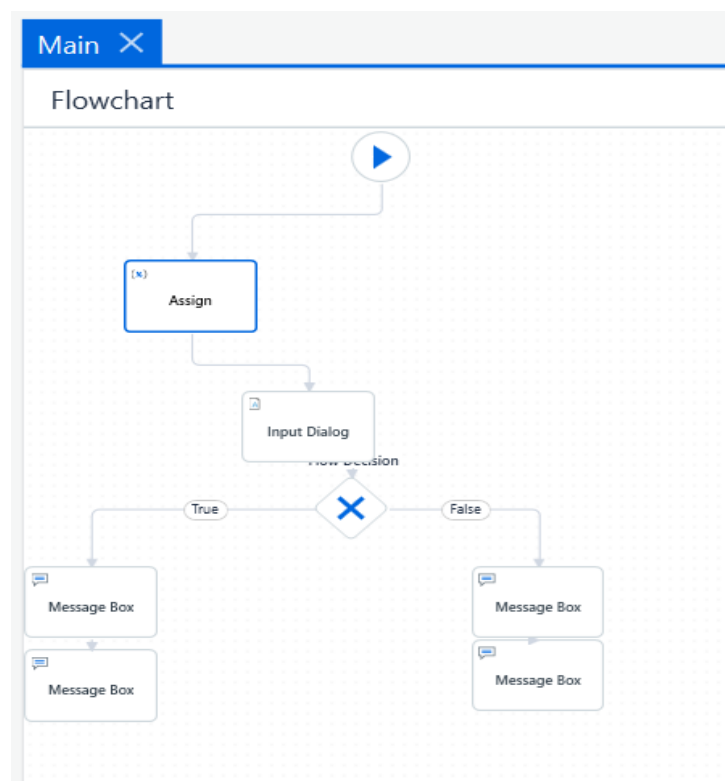


B) Create a flowchart-based project.



Main X

Flowchart > Input Dialog

Restore Collapse All

Input Dialog

Dialog Title

{ } "Enter the number" L⁷ +

Input Label

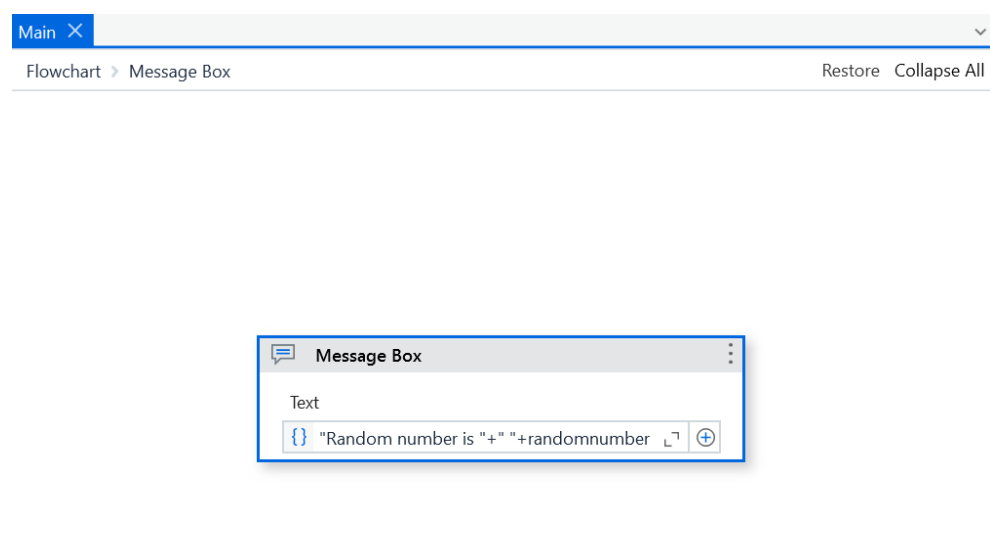
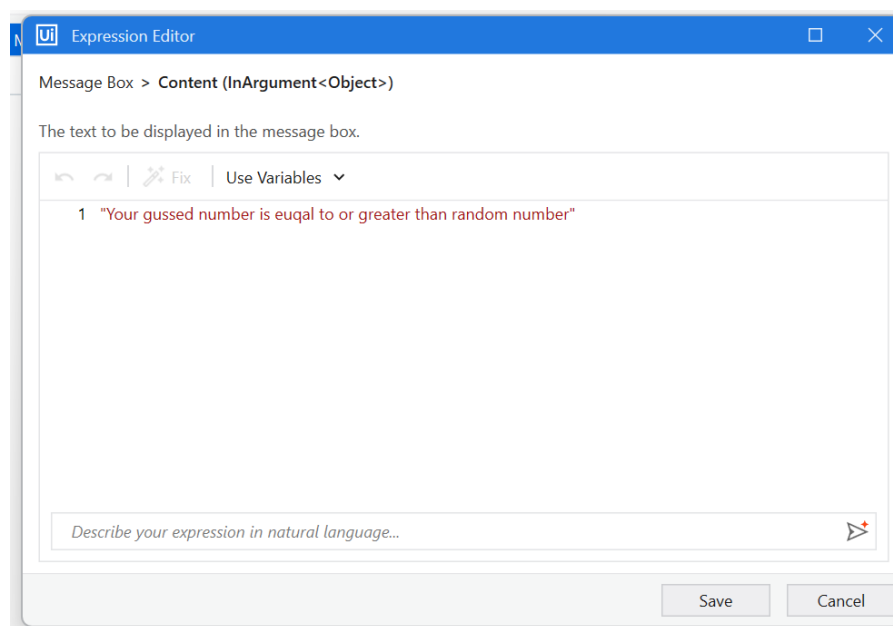
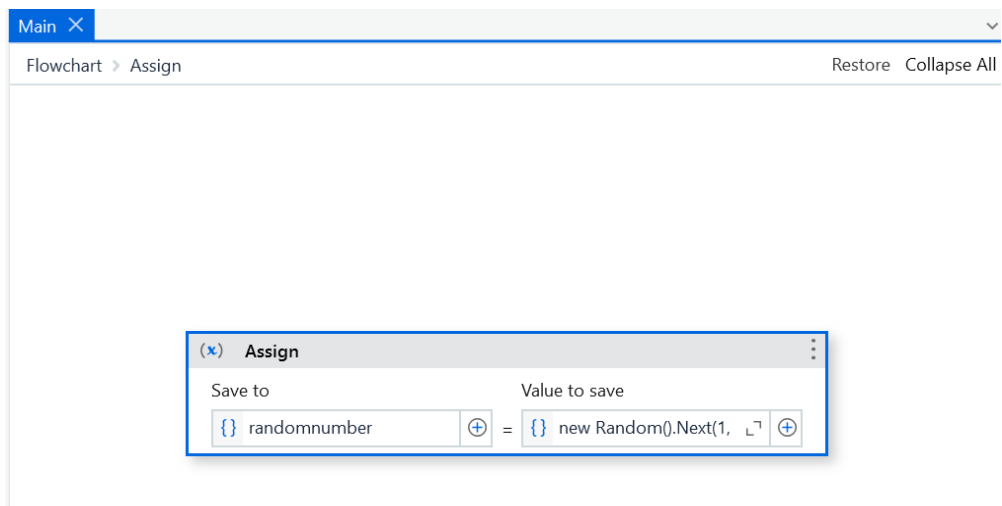
{ } "Guess any number between 1 to 10" L⁷ +

Input Type

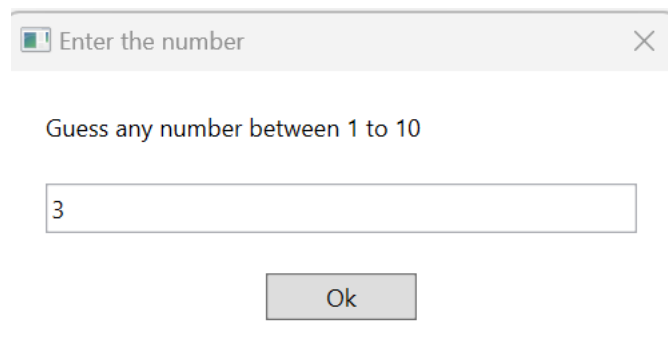
Text Box v

Value entered

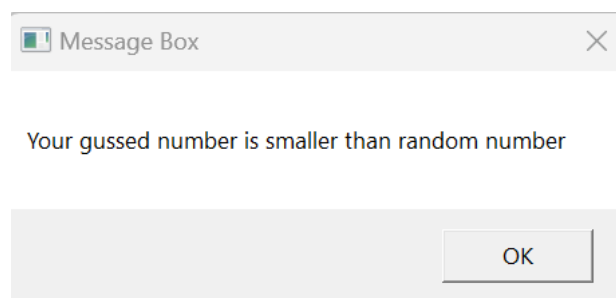
{ } guessnumber +



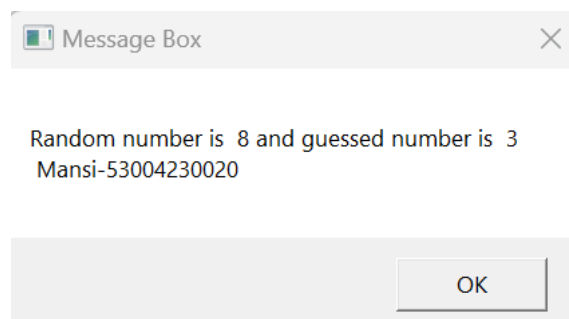
Output:



A screenshot of a Windows dialog box titled "Enter the number". The dialog box has a standard Windows title bar with a close button (X) in the top right corner. The main text inside the dialog box says "Guess any number between 1 to 10". Below this text is a text input field containing the number "3". At the bottom center of the dialog box is an "Ok" button.



A screenshot of a Windows message box titled "Message Box". The message box has a standard Windows title bar with a close button (X) in the top right corner. The main text inside the message box says "Your gussed number is smaller than random number". At the bottom right of the message box is an "OK" button.



A screenshot of a Windows message box titled "Message Box". The message box has a standard Windows title bar with a close button (X) in the top right corner. The main text inside the message box says "Random number is 8 and guessed number is 3" followed by "Mansi-53004230020" on the next line. At the bottom right of the message box is an "OK" button.