using System;

using System.Drawing;

using System.Windows.Forms;

namespace GuessTheNumberGame

{

public partial class MainForm : Form

{

private int targetNumber;

private bool gameActive;

public MainForm()

{

InitializeComponent();

StartNewGame();

}

private void StartNewGame()

{

Random random = new Random();

targetNumber = random.Next(1, 1001);

gameActive = true;

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

labelResult.Text = "";

textBoxGuess.Enabled = true;

textBoxGuess.Text = "";

buttonGuess.Enabled = true;

// Reset background color

this.BackColor = SystemColors.Control;

}

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

{

if (gameActive)

{

int userGuess;

if (int.TryParse(textBoxGuess.Text, out userGuess))

{

EvaluateGuess(userGuess);

}

else

{

MessageBox.Show("Please enter a valid number.", "Invalid Input", MessageBoxButtons.OK, MessageBoxIcon.Warning);

}

}

}

private void EvaluateGuess(int userGuess)

{

int difference = Math.Abs(targetNumber - userGuess);

if (userGuess == targetNumber)

{

MessageBox.Show("Correct!", "Congratulations", MessageBoxButtons.OK, MessageBoxIcon.Information);

this.BackColor = Color.Green;

textBoxGuess.Enabled = false;

gameActive = false;

}

else

{

if (difference <= 10)

{

labelResult.Text = "Getting warmer";

this.BackColor = Color.Red;

}

else

{

labelResult.Text = "Getting colder";

this.BackColor = Color.Blue;

}

}

}

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

{

StartNewGame();

}

}

}