```java
import javax.swing.*;
import java.util.Random;

public class GuessTheNumberGUI extends JFrame{
    private JPanel PanelMain;
    private JTextField TextFieldGuessedNumber;
    private JButton ButtonGuessNumber;
    private JLabel LabelGuessingResult;

    public GuessTheNumberGUI(){
        this.add(PanelMain);
        this.setSize(500,500);
        this.setTitle("Guess The Number Homework V1");
        this.setDefaultCloseOperation(EXIT_ON_CLOSE);

        Random rand = new Random();
        number = rand.nextInt(0,100);


            ButtonGuessNumber.addActionListener(e->{
                try{
                    GuessTheNumber();
                }
                catch (Exception exception){
                    LabelGuessingResult.setText(exception.getMessage());
                    //JOptionPane.showMessageDialog(this,exception.getMessage());
                }
            });



    }

    public static int number;

```

```java
37    public void GuessTheNumber() throws Exception{
38
39        if (TextFieldGuessedNumber.getText().equals(""))
40            throw new NullPointerException("You entered nothing on TextField , enter a value");
41
42        int guessedNumber = Integer.parseInt(TextFieldGuessedNumber.getText());
43
44        if (guessedNumber < number)
45            LabelGuessingResult.setText("Your guessed number is less than exact number");
46            //JOptionPane.showMessageDialog(this,"Your guessed number is less than exact number");
47        else if (guessedNumber > number)
48            LabelGuessingResult.setText("Your guessed number is greater than exact number");
49            //JOptionPane.showMessageDialog(this,"Your guessed number is greater than exact number");
50        else
51            LabelGuessingResult.setText("YOU FOUND IT");
52            //JOptionPane.showMessageDialog(this,"YOU FOUND IT");
53    }
54
55    public static void main(String[] args){
56
57        //Set Windows's Component To Your Project
58        try {
59            UIManager.setLookAndFeel(UIManager.getSystemLookAndFeelClassName());
60        } catch (ClassNotFoundException e) {
61            e.printStackTrace();
62        } catch (InstantiationException e) {
63            e.printStackTrace();
64        } catch (IllegalAccessException e) {
65            e.printStackTrace();
66        } catch (UnsupportedLookAndFeelException e) {
67            e.printStackTrace();
68        }
69
70
71        //Set UI Thread to another thread
72        SwingUtilities.invokeLater(() -> {
```

```java
73              GuessTheNumberGUI gui = new GuessTheNumberGUI();
74              gui.setVisible(true);
75          });
76
77      }
78 }
79
```

Guess The Number Homework V1

Enter The Number : `                    `

Guess The Number

You entered nothing on TextField , enter a value

Guess The Number Homework V1

Enter The Number : `50`

Guess The Number

Your guessed number is less than exact number

Guess The Number Homework V1

Enter The Number : `70`

Guess The Number

Your guessed number is greater than exact number