

```

1 import javax.swing.*;
2 import java.util.Random;
3
4 public class GuessTheNumberGUI extends JFrame{
5     private JPanel PanelMain;
6     private JTextField TextFieldGuessedNumber;
7     private JButton ButtonGuessNumber;
8     private JLabel LabelGuessingResult;
9
10    public GuessTheNumberGUI(){
11        this.add(PanelMain);
12        this.setSize(500, 500);
13        this.setTitle("Guess The Number Homework V1");
14        this.setDefaultCloseOperation(EXIT_ON_CLOSE);
15
16        Random rand = new Random();
17        number = rand.nextInt(0, 100);
18
19
20        ButtonGuessNumber.addActionListener(e->{
21            try{
22                GuessTheNumber();
23            }
24            catch (Exception exception){
25                LabelGuessingResult.setText(exception.getMessage());
26                // JOptionPane.showMessageDialog(this, exception.getMessage());
27            }
28        });
29
30
31
32
33    }
34
35    public static int number;
36

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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         //Set UI Thread to another thread
71         SwingUtilities.invokeLater(() -> {
72

```

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