using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Reflection.Emit;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

using static System.Windows.Forms.VisualStyles.VisualStyleElement;

namespace GuessingGame

{

public partial class Form1 : Form

{

private Random random;

private int secretNumber;

private Color currentColor;

public Form1()

{

InitializeComponent();

random = new Random();

StartNewGame();

}

private void StartNewGame()

{

secretNumber = random.Next(1, 1001);

textBox1.Enabled = true;

textBox1.Clear();

textBox1.Focus();

label1.Text = $"I have a number between 1 and 1000. Can you guess my number? Please enter your first guess.";

label2.ForeColor = System.Drawing.Color.Black;

BackColor = System.Drawing.SystemColors.Control;

}

private void textBox1\_TextChanged(object sender, EventArgs e)

{

int guess;

if (Int32.TryParse(textBox1.Text, out guess))

{

if (guess > secretNumber)

{

label2.Text = "Too High!";

label2.ForeColor = System.Drawing.Color.Red;

BackColor = System.Drawing.SystemColors.Control;

}

else if (guess < secretNumber)

{

label2.Text = "Too Low!";

label2.ForeColor = System.Drawing.Color.Blue;

BackColor = System.Drawing.SystemColors.Control;

}

else

{

label2.Text = "Correct!";

label2.ForeColor = System.Drawing.Color.Green;

BackColor = System.Drawing.SystemColors.Control;

textBox1.Enabled = false;

UpdateFormColor();

}

}

else

{

label2.Text = "Invalid input. Please enter a number between 1 and 1000.";

label2.ForeColor = System.Drawing.Color.Black;

BackColor = System.Drawing.SystemColors.Control;

}

}

private void button1\_Click(object sender, EventArgs e)

{

StartNewGame();

}

private void UpdateFormColor()

{

currentColor = Color.FromArgb(random.Next(256), random.Next(256), random.Next(256));

BackColor = currentColor;

}

}

}

