

```
PS C:\Portable\dotnet6\Projects\Lesson4_RandomGame> ..\..\dotnet.exe run  
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```

Random Game

## Guess The Number

Wrong! Number was 4

Form1.cs X

C: &gt; Portable &gt; dotnet6 &gt; Projects &gt; Lesson4\_RandomGame &gt; Form1.cs &gt; ...

```
1 using System;
2 using System.Drawing;
3 using System.Windows.Forms;
4
5 namespace Lesson4_RandomGame
6 {
7     1 reference
8     public class Form1 : Form
9     {
10         3 references
11         TextBox txtGuess;
12         5 references
13         Label lblResult;
14         2 references
15         Random rnd;
16
17         0 references
18         public Form1()
19         {
20             rnd = new Random();
21
22             this.Text = "Random Game";
23             this.Size = new Size(400, 300);
24             this.BackColor = Color.LightYellow;
25
26             Label lblTitle = new Label()
27             {
28                 Text = "Guess The Number",
29                 Font = new Font("Arial", 14, FontStyle.Bold),
30                 Location = new Point(90, 20),
31                 AutoSize = true
32             };
33
34             txtGuess = new TextBox()
35             {
36                 Location = new Point(50, 80),
37                 Width = 280
38             };
39
40             lblResult = new Label()
```

Form1.cs X

C:\&gt; Portable &gt; dotnet6 &gt; Projects &gt; Lesson4\_RandomGame &gt; Form1.cs &gt; ...

```
5 namespace Lesson4_RandomGame
7     public class Form1 : Form
13         public Form1()
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28         txtGuess = new TextBox()
29         {
30             Location = new Point(50, 80),
31             Width = 280
32         };
33
34         lblResult = new Label()
35         {
36             Text = "Type a number from 1 to 5",
37             Location = new Point(50, 120),
38             AutoSize = true
39         };
40
41
42         Button btnCheck = new Button()
43         {
44             Text = "Check",
45             Location = new Point(120, 170),
46             Width = 140
47         };
48
49         btnCheck.Click += (s, e) =>
50         {
51             try
52             {
53                 int userNumber = int.Parse(txtGuess.Text);
54
55                 int randomNumber = rnd.Next(1, 6);
56
57                 if (userNumber == randomNumber)
58                 {
59                     lblResult.Text =
60                         "Correct! Number was " + randomNumber;
61                 }
62                 else
63                 {
64                     lblResult.Text =
```

Form1.cs X

C: > Portable > dotnet6 > Projects > Lesson4\_RandomGame > Form1.cs > ...

```
5 namespace Lesson4_RandomGame
7     public class Form1 : Form
13         public Form1()
48
49             btnCheck.Click += (s, e) =>
50             {
51                 try
52                 {
53                     int userNumber = int.Parse(txtGuess.Text);
54
55                     int randomNumber = rnd.Next(1, 6);
56
57                     if (userNumber == randomNumber)
58                     {
59                         lblResult.Text =
60                         |         "Correct! Number was " + randomNumber;
61                     }
62                     else
63                     {
64                         lblResult.Text =
65                         |         "Wrong! Number was " + randomNumber;
66                     }
67                 }
68                 catch
69                 {
70                     lblResult.Text = "Invalid number!";
71                 }
72             };
73
74             this.Controls.Add(lblTitle);
75             this.Controls.Add(txtGuess);
76             this.Controls.Add(lblResult);
77             this.Controls.Add(btnCheck);
78         }
79     }
80 }
```

