



```
namespace RandomNumberGuessing_CalebFontenot
```

```
{
```

```
    public partial class Form1 : Form
```

```
    {
```

```
        public Form1()
```

```
        {
```

```
            InitializeComponent();
```

```
        }
```

```
        private void updateCheating()
```

```
        {
```

```
            // Check if cheating is enabled.
```

```
            if (cheatingEnabled.Checked)
```

```
            {
```

```
                cheatFeedback.Text = "The number is " + random;
```

```
            }
```

```
        }
```

```
        private void cheatingEnabled_CheckedChanged(object sender, EventArgs e)
```

```
        {
```

```
            if (!cheatingEnabled.Checked)
```

```
            {
```

```
                cheatFeedback.Text = "";
```

```
            } else
```

```
            {
```

```
                updateCheating();
```

```
            }
```

```
        }
```

```
        int numberOfTries = 0, random;
```

```
        private void startGame_Click(object sender, EventArgs e)
```

```
        {
```

```
            // Create rng object.
```

```
            Random rng = new Random();
```

```
            // Reset try counter.
```

```
            numberOfTries = 0;
```

```
            // Generate a random number between 0 and 100.
```

```
            random = rng.Next(0, 100);
```

```
            // Disable startGame, enable guessButton.
```

```
            startGame.Enabled = false;
```

```
            guessButton.Enabled = true;
```

```
            feedbackLabel.Text = "Guess a number!";
```

```
            updateCheating();
```

```
        }
```

```
        private void guessButton_Click(object sender, EventArgs e)
```

```
        {
```

```
            // Define variables
```

```
            int userInput;
```

```
            updateCheating();
```

```
            // Get input from textbox.
```

```
            if (!int.TryParse(userInputTextBox.Text, out userInput))
```

```
            {
```

```
                MessageBox.Show("You didn't enter a number!");
```

```
}

if (userInput < random)
{
    feedbackLabel.Text = "Guess Higher.";
    numberOfTries++;
} else if (userInput > random)
{
    feedbackLabel.Text = "Guess Lower.";
    numberOfTries++;
} else
{
    feedbackLabel.Text = "Correct! It took you " + numberOfTries + " tries to guess the
number.";
    startGame.Enabled = true;
    guessButton.Enabled = false;
}
}
}
}
```