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Subject: Data Science

Topic: Tic Toc Toe Game

Following is the code of the Game

```
import tkinter.messagebox

from tkinter import*


root=Tk()

root.geometry("1350x750+0+0")

root.title("Zero Kanta")

root.configure(background= 'green')


Tops = Frame(root, bg ='white', pady=2, width=1350, height=100, relief=RIDGE)

Tops.grid(row=0 , column=0)
```

```python
lblTitle =Label(Tops,font=('FrankRuehl',50,'bold'), text="Zero Kanta",
bd=21,bg='green',fg='cornsilk',justify=CENTER)

lblTitle.grid(row=0,column=0)


MainFrame = Frame(root, bg='white', bd=10, width=1350, height=600, relief=RIDGE)

MainFrame.grid(row=1,column=0)


RightFrame = Frame(MainFrame ,bd=10, width =900, height=500, pady=2,padx=10,bg="light green"
,relief=RIDGE)

RightFrame.pack(side=RIGHT)


LeftFrame = Frame(MainFrame ,bd=10 , width =360 , height=500, padx=10, pady=2, bg="white",
relief=RIDGE)

LeftFrame.pack(side=LEFT)


LeftFrame1 = Frame(LeftFrame ,bd=10 , width =360 , height=200, padx=10, pady=2, bg="dark green",
relief=RIDGE)

LeftFrame1.grid(row=0,column=0)


LeftFrame2 = Frame(LeftFrame ,bd=10 , width =360 , height=200, padx=10, pady=2, bg="dark green",
relief=RIDGE)

LeftFrame2.grid(row=1,column=0)


player1=IntVar()

player2=IntVar()

player1.set(0)
```

```python
player2.set(0)

buttons=StringVar()


click=True

def checker (buttons):

    global click

    if buttons["text"]==" "and click==True:

        buttons["text"]="X"

        click=False

        scorekeeper()

    elif buttons["text"]==" "and click==False:

         buttons["text"]="O"

         click=True

         scorekeeper()



def scorekeeper():

    if (button1[ "text"]=="X"and button2[ "text"]=="X"and button3[ "text"]=="X"):

        button1.configure(background="powderblue")

        button2.configure(background="powderblue")

        button3.configure(background="powderblue")

        n=float(player1.get())

        score=(n+1)

        player1.set(score)

        tkinter.messagebox.showinfo("winner X","you have won a game")
```

```python
if (button4[ "text"]=="X"and button5[ "text"]=="X"and button6[ "text"]=="X"):

    button4.configure(background="powderblue")

    button5.configure(background="powderblue")

    button6.configure(background="powderblue")

    n=float(player1.get())

    score=(n+1)

    player1.set(score)

    tkinter.messagebox.showinfo("winner X","you have won a game")

if (button7[ "text"]=="X"and button8[ "text"]=="X"and button9[ "text"]=="X"):

    button7.configure(background="powderblue")

    button8.configure(background="powderblue")

    button9.configure(background="powderblue")

    n=float(player1.get())

    score=(n+1)

    player1.set(score)

    tkinter.messagebox.showinfo("winner X","you have won a game")

if (button3[ "text"]=="X"and button5[ "text"]=="X"and button7[ "text"]=="X"):

    button3.configure(background="powderblue")

    button5.configure(background="powderblue")

    button7.configure(background="powderblue")

    n=float(player1.get())

    score=(n+1)

    player1.set(score)

    tkinter.messagebox.showinfo("winner X","you have won a game")

if (button1[ "text"]=="X"and button5[ "text"]=="X"and button9[ "text"]=="X"):
```

```python
        button1.configure(background="powderblue")

        button5.configure(background="powderblue")

        button9.configure(background="powderblue")

        n=float(player1.get())

        score=(n+1)

        player1.set(score)

        tkinter.messagebox.showinfo("winner X","you have won a game")
    if (button1[ "text"]=="X"and button4[ "text"]=="X"and button7[ "text"]=="X"):

        button1.configure(background="powderblue")

        button4.configure(background="powderblue")

        button7.configure(background="powderblue")

        n=float(player1.get())

        score=(n+1)

        player1.set(score)

        tkinter.messagebox.showinfo("winner X","you have won a game")
    if (button2[ "text"]=="X"and button5[ "text"]=="X"and button8[ "text"]=="X"):

        button2.configure(background="powderblue")

        button5.configure(background="powderblue")

        button8.configure(background="powderblue")

        n=float(player1.get())

        score=(n+1)

        player1.set(score)

        tkinter.messagebox.showinfo("winner X","you have won a game")
    if (button3[ "text"]=="X"and button6[ "text"]=="X"and button9[ "text"]=="X"):

        button3.configure(background="powderblue")
```

```python
    button6.configure(background="powderblue")

    button9.configure(background="powderblue")

    n=float(player1.get())

    score=(n+1)

    player1.set(score)

    tkinter.messagebox.showinfo("winner X","you have won a game")




if (button1[ "text"]=="O"and button2[ "text"]=="O"and button3[ "text"]=="O"):

    button1.configure(background="powderblue")

    button2.configure(background="powderblue")

    button3.configure(background="powderblue")

    n=float(player2.get())

    score=(n+1)

    player2.set(score)

    tkinter.messagebox.showinfo("winner O","you have won a game")
if (button4[ "text"]=="O"and button5[ "text"]=="O"and button6[ "text"]=="O"):

    button4.configure(background="powderblue")

    button5.configure(background="powderblue")

    button6.configure(background="powderblue")

    n=float(player2.get())

    score=(n+1)
```

```python
    player2.set(score)

    tkinter.messagebox.showinfo("winner O","you have won a game")

if (button7[ "text"]=="O"and button8[ "text"]=="O"and button9[ "text"]=="O"):

    button7.configure(background="powderblue")

    button8.configure(background="powderblue")

    button9.configure(background="powderblue")

    n=float(player2.get())

    score=(n+1)

    player2.set(score)

    tkinter.messagebox.showinfo("winner O","you have won a game")

if (button3[ "text"]=="O"and button5[ "text"]=="O"and button7[ "text"]=="O"):

    button3.configure(background="powderblue")

    button5.configure(background="powderblue")

    button7.configure(background="powderblue")

    n=float(player2.get())

    score=(n+1)

    player2.set(score)

    tkinter.messagebox.showinfo("winner O","you have won a game")

if (button1[ "text"]=="O"and button5[ "text"]=="O"and button9[ "text"]=="O"):

    button1.configure(background="powderblue")

    button5.configure(background="powderblue")

    button9.configure(background="powderblue")

    n=float(player2.get())

    score=(n+1)

    player2.set(score)
```

```python
        tkinter.messagebox.showinfo("winner O","you have won a game")
    if (button1[ "text"]=="O"and button4[ "text"]=="O"and button7[ "text"]=="O"):
        button1.configure(background="powderblue")
        button4.configure(background="powderblue")
        button7.configure(background="powderblue")
        n=float(player2.get())
        score=(n+1)
        player2.set(score)
        tkinter.messagebox.showinfo("winner O","you have won a game")
    if (button2[ "text"]=="O"and button5[ "text"]=="O"and button8[ "text"]=="O"):
        button2.configure(background="powderblue")
        button5.configure(background="powderblue")
        button8.configure(background="powderblue")
        n=float(player2.get())
        score=(n+1)
        player2.set(score)
        tkinter.messagebox.showinfo("winner O","you have won a game")
    if (button3[ "text"]=="O"and button6[ "text"]=="O"and button9[ "text"]=="O"):
        button3.configure(background="powderblue")
        button6.configure(background="powderblue")
        button9.configure(background="powderblue")
        n=float(player2.get())
        score=(n+1)
        player2.set(score)
        tkinter.messagebox.showinfo("winner O","you have won a game")
```

```python
def Reset():

    button1[ 'text']=" "

    button2[ 'text']=" "

    button3[ 'text']=" "

    button4[ 'text']=" "

    button5[ 'text']=" "

    button6[ 'text']=" "

    button7[ 'text']=" "

    button8[ 'text']=" "

    button9[ 'text']=" "


    button1.configure(background="gainsboro")

    button2.configure(background="gainsboro")

    button3.configure(background="gainsboro")

    button4.configure(background="gainsboro")

    button5.configure(background="gainsboro")

    button6.configure(background="gainsboro")

    button7.configure(background="gainsboro")

    button8.configure(background="gainsboro")

    button9.configure(background="gainsboro")


def NewGame():

    Reset()

    Player1.set(0)
```

```python
    Player2.set(0)



lblplayer1=Label(LeftFrame1,font=('arial',40,'bold'),text="player1 :",padx=2,pady=2,bg="cadet blue")

lblplayer1.grid(row=0, column=0,sticky=W)

txtplayer1=Entry(LeftFrame1,font=('arial',40,'bold'),bd=2,fg="black",textvariable=player1,width=14,
justify=RIGHT).grid(row=0, column=1)

lblplayer2=Label(LeftFrame1,font=('arial',40,'bold'),text="player2 :",padx=2,pady=2,bg="cadet blue")

lblplayer2.grid(row=1, column=0,sticky=W)

txtplayer2=Entry(LeftFrame1,font=('arial',40,'bold'),bd=2,fg="black",textvariable=player2,width=14,
justify= RIGHT).grid(row=1, column=1)


btnReset = Button(LeftFrame2, text="Reset ",font=('Times 26 bold'), height=3, width=15,
bg='gainsboro',command=Reset)

btnReset.grid(row=0, column=0,sticky =N+S+E+W)

btnNewGame = Button(LeftFrame2, text="NewGame ",font=('Times 26 bold'), height=3, width=15,
bg='gainsboro',command=NewGame)

btnNewGame.grid(row=0, column=1,sticky =N+S+E+W)


button1 = Button(RightFrame, text=" ",font=('Times 26 bold'), height=3, width=8,
bg='gainsboro',command=lambda:checker(button1))

button1.grid(row=1, column=0,sticky =N+S+E+W)

button2 = Button(RightFrame, text=" ",font=('Times 26 bold'), height=3, width=8,
bg='gainsboro',command=lambda:checker(button2))
```

```
button2.grid(row=1, column=1,sticky =N+S+E+W)

button3 = Button(RightFrame, text=" ",font=('Times 26 bold'), height=3, width=8,
bg='gainsboro',command=lambda:checker(button3))

button3.grid(row=1, column=2,sticky =N+S+E+W)

button4 = Button(RightFrame, text=" ",font=('Times 26 bold'), height=3, width=8,
bg='gainsboro',command=lambda:checker(button4))

button4.grid(row=2, column=0,sticky =N+S+E+W)

button5 = Button(RightFrame, text=" ",font=('Times 26 bold'), height=3, width=8,
bg='gainsboro',command=lambda:checker(button5))

button5.grid(row=2, column=1,sticky =N+S+E+W)

button6 = Button(RightFrame, text=" ",font=('Times 26 bold'), height=3, width=8,
bg='gainsboro',command=lambda:checker(button6))

button6.grid(row=2, column=2,sticky =N+S+E+W)

button7 = Button(RightFrame, text=" ",font=('Times 26 bold'), height=3, width=8,
bg='gainsboro',command=lambda:checker(button7))

button7.grid(row=3, column=0,sticky =N+S+E+W)

button8 = Button(RightFrame, text=" ",font=('Times 26 bold'), height=3, width=8,
bg='gainsboro',command=lambda:checker(button8))

button8.grid(row=3, column=1,sticky =N+S+E+W)

button9 = Button(RightFrame, text=" ",font=('Times 26 bold'), height=3, width=8,
bg='gainsboro',command=lambda:checker(button9))

button9.grid(row=3, column=2,sticky =N+S+E+W)


root.mainloop()
```

Output

Zero Kanta

player1 :   0
player2 :   0

Reset   NewGame

Zero Kanta

player1 :   1.0
player2 :

Reset   NewGame

X	O	X
O	O	X
		X

winner X

ℹ you have won a game

OK