

# Ali Haider

## 14259

### Semester Assignment

### BS\_SE 5

### Course: Data Science

### Date: May 31, 2020

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import tkinter.messagebox
from tkinter import *

root=Tk()
root.geometry("1350x750+0+0")
root.title("Tic Tac Toe")
root.configure(background = 'Light Blue')

Tops=Frame(root,bg = 'light Blue',pady =2,width= 1350,height=100, relief=RIDGE)
Tops.grid(row=0, column=0)

lblTittle= Label(Tops,font=('arial',50,'bold'),text="Advanced Tic Tac Toe Game",
                 bd=21, bg='Light Blue',fg='cornsilk',justify=CENTER)
lblTittle.grid(row=0,column=0)

MainFrame = Frame(root, bg = 'cadet blue',bd=10,width =1350,height=600,relief=RIDGE)
MainFrame.grid(row=1,column=0)

LeftFrame = Frame(MainFrame, bd=10, width=750, height=500, pady=2,
                  padx=10, bg="Light Blue", relief=RIDGE)
LeftFrame.pack(side=LEFT)

RightFrame=Frame(MainFrame, bd=10, width=560, height=500, pady=2,
                 padx=10, bg="Light Blue", relief=RIDGE)
RightFrame.pack(side=RIGHT)

RightFrame1 = Frame(RightFrame, bd=10, width=560, height=200,
                    pady=2, padx=10, bg="Light Blue", relief=RIDGE)
RightFrame1.grid(row=0,column=0)

RightFrame2=Frame(RightFrame, bd=10, width=560, height=200,
                  pady=2, padx=10, bg="Light Blue", relief=RIDGE)
RightFrame2.grid(row=1,column=0)

playerx=IntVar ()
player0=IntVar ()

playerx.set (0)
player0.set (0)
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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"] = "0"
        click = True
        scorekeeper()

def scorekeeper():
    if(button1["text"]=="x" and button2["text"]=="x" and button3["text"]=="x"):
        button1.configure(background="Light Blue")
        button2.configure(background="Light Blue")
        button3.configure(background="Light Blue")
        n= float(playerx.get())
        score = (n+1)
        playerx.set(score)
        tkinter.messagebox.showinfo("winner x ", "won THE GAME")

    if(button4["text"]=="x" and button5["text"]=="x" and button6["text"]=="x"):
        button1.configure(background="red")
        button2.configure(background="red")
        button3.configure(background="red")
        n= float(playerx.get())
        score = (n+1)
        playerx.set(score)
        tkinter.messagebox.showinfo("winner x ", "won THE GAME")

    if(button7["text"]=="x" and button8["text"]=="x" and button9["text"]=="x"):
        button1.configure(background="Light Blue")
        button2.configure(background="Light Blue")
        button3.configure(background="Light Blue")
        n= float(playerx.get())

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score = (n+1)
playerx.set(score)
tkinter.messagebox.showinfo("winner x ", "won THE GAME")

if (button3["text"]=="x" and button5["text"]=="x" and button7["text"]=="x"):
    button1.configure(background="red")
    button2.configure(background="red")
    button3.configure(background="red")
    n= float(playerx.get())
    score = (n+1)
    playerx.set(score)
    tkinter.messagebox.showinfo("winner x ", "won THE GAME")

if (button1["text"]=="x" and button5["text"]=="x" and button9["text"]=="x"):
    button1.configure(background="Light Blue")
    button2.configure(background="Light Blue")
    button3.configure(background="Light Blue")
    n= float(playerx.get())
    score = (n+1)
    playerx.set(score)
    tkinter.messagebox.showinfo("winner x ", "won THE GAME")

if (button1["text"]=="x" and button4["text"]=="x" and button7["text"]=="x"):
    button1.configure(background="orange")
    button2.configure(background="orange")
    button3.configure(background="orange")
    n= float(playerx.get())
    score = (n+1)
    playerx.set(score)
    tkinter.messagebox.showinfo("winner x ", "won THE GAME")

if (button3["text"]=="x" and button5["text"]=="x" and button9["text"]=="x"):
    button1.configure(background="red")
    button2.configure(background="red")
    button3.configure(background="red")
    n= float(playerx.get())
    score = (n+1)
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        playerx.set(score)
        tkinter.messagebox.showinfo
        [("winner x ", "won THE GAME")

if(button3["text"]=="x" and button6["text"]=="x"
and button9["text"]=="x"):
    button1.configure(background="red")
    button2.configure(background="red")
    button3.configure(background="red")
    n= float(playerx.get())
    score = (n+1)
    playerx.set(score)
    tkinter.messagebox.showinfo("winner x ",
                                "won THE GAME")

def reset():
    button1['text']=" "
    button2['text']=" "
    button3['text']=" "
    button4['text']=" "
    button5['text']=" "
    button6['text']=" "
    button7['text']=" "
    button8['text']=" "
    button9['text']=" "

    button1.configure(background="pink")
    button2.configure(background="pink")
    button3.configure(background="pink")
    button4.configure(background="pink")
    button5.configure(background="pink")
    button6.configure(background="pink")
    button7.configure(background="pink")
    button8.configure(background="pink")
    button9.configure(background="pink")

```

```

def NewGame():
    reset()
    playerx.set(0)
    player0.set(0)

lblplayerx =Label(RightFrame1, font=('arial',40,'bold')
    ,text="player x:",padx=2, pady=2,bg="pink")

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

txtplayerx=Entry(RightFrame1, font=('arial',40,'bold')
,bd=2,fg="black", textvariable= playerx,
    width=14,justify=LEFT).grid(row=0,column=1)

lblplayer0 =Label(RightFrame1,font=('arial',40,'bold'
    ),text="player o"padx=2, pady=2,bg="pink")

lblplayer0.grid(row=1,column=0,sticky=W)

txtplayer0=Entry(RightFrame1, font=('arial',40,'bold'),bd=2,
    fg="black", textvariable= player0, width=14, justify=LEFT)
.grid(row=1,column=1)

btnReset = Button(RightFrame2, text="Reset",
font=('arial',40,'bold'),height=1,width=20,command= reset, bg = 'Pink')
btnReset.grid(row=2,column=0, padx=6,pady=11)

btnNewGame = Button(RightFrame2, text="NewGame",
font=('arial',40,'bold'),height=1,width=20, command=NewGame, bg = 'Pink')
btnNewGame.grid(row=3,column=0,padx=6,pady=10)

button1 = Button(LeftFrame, text=" ", font=('Times 26 bold'), height=3,
    width=3, bg = 'Pink', command=lambda:checker(button1))
button1.grid(row=1,column=0,sticky= S+N+E+W)

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button2 = Button(LeftFrame, text=" ", font=('Times 26 bold'), height=3,
                 width=3, bg='Pink', command=lambda:checker(button2))
button2.grid(row=1,column=1,sticky= S+N+E+W)

button3 = Button(LeftFrame, text=" ", font=('Times 26 bold'), height=3,
                 width=3, bg='Pink', command=lambda:checker(button3))
button3.grid(row=1,column=2,sticky= S+N+E+W)

button4 = Button(LeftFrame, text=" ", font=('Times 26 bold'), height=3,
                 width=3, bg='Pink', command=lambda:checker(button4))
button4.grid(row=2,column=0,sticky= S+N+E+W)

button5 = Button(LeftFrame, text=" ", font=('Times 26 bold'), height=3,
                 width=3, bg='Pink', command=lambda:checker(button5))
button5.grid(row=2,column=1,sticky= S+N+E+W)

button6 = Button(LeftFrame, text=" ", font=('Times 26 bold'), height=3,
                 width=3, bg='Pink', command=lambda:checker(button6))
button6.grid(row=2,column=2,sticky= S+N+E+W)

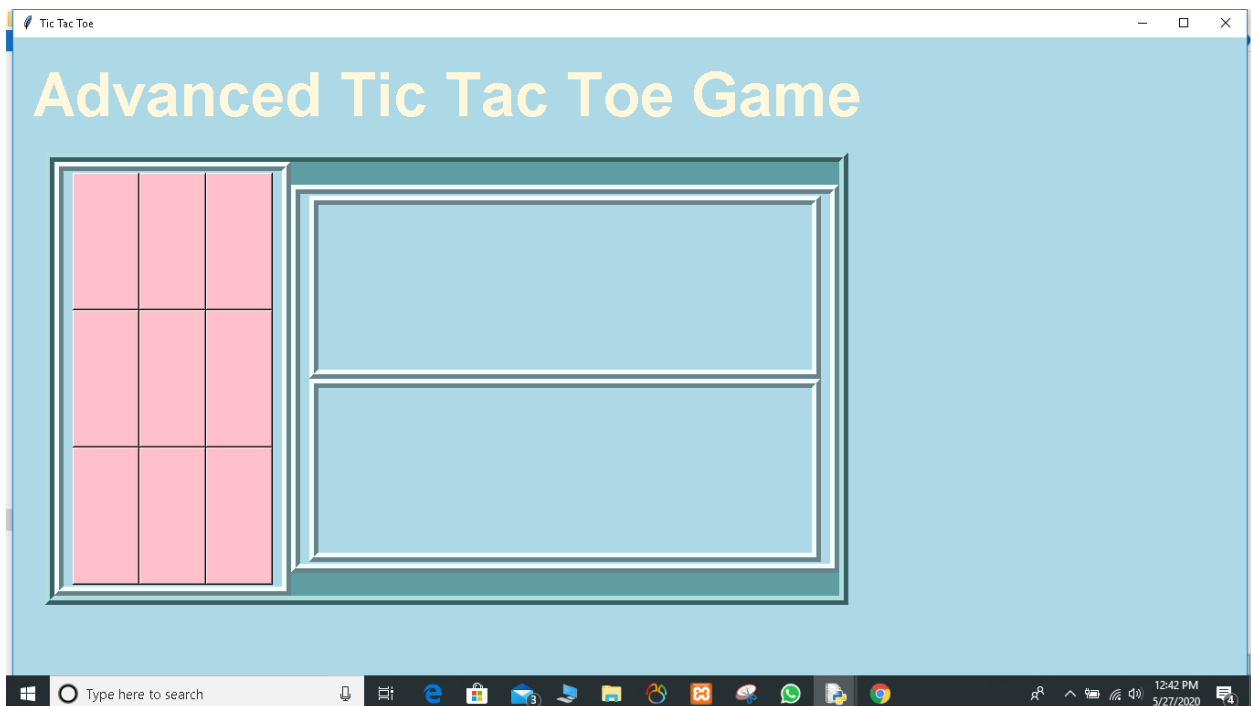
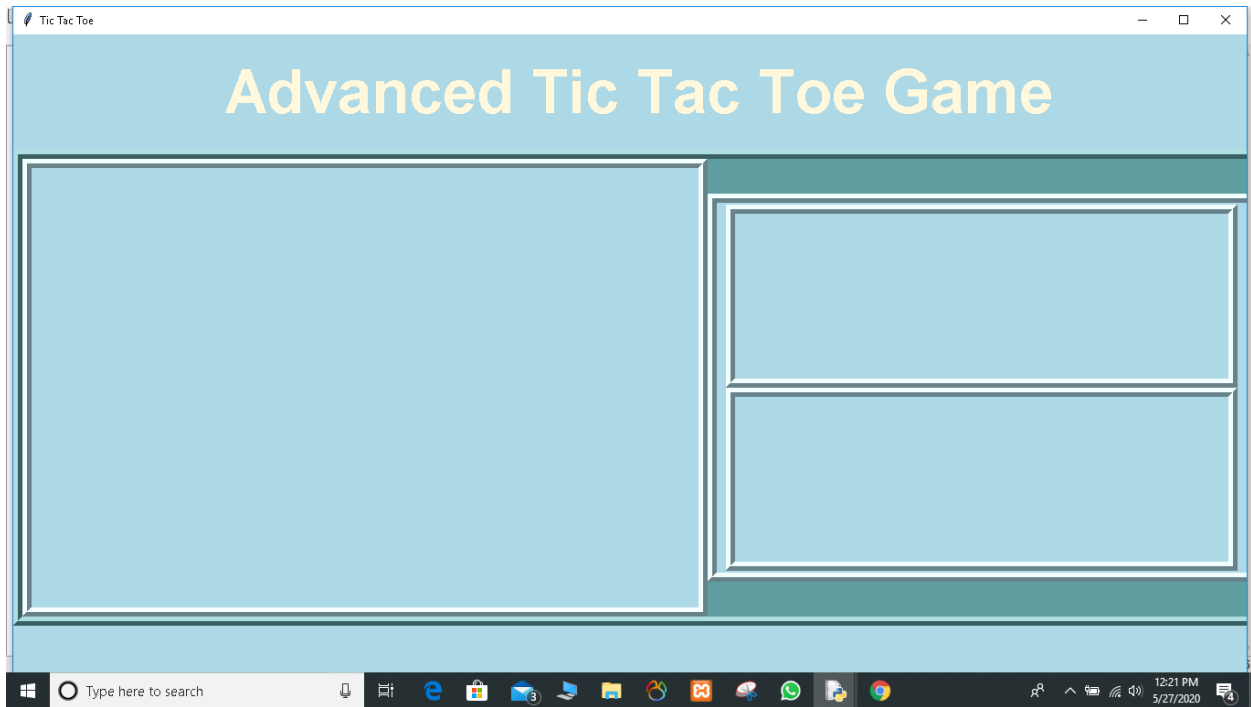
button7 = Button(LeftFrame, text=" ", font=('Times 26 bold'), height=3,
                 width=3, bg='Pink', command=lambda:checker(button7))
button7.grid(row=3,column=0,sticky= S+N+E+W)

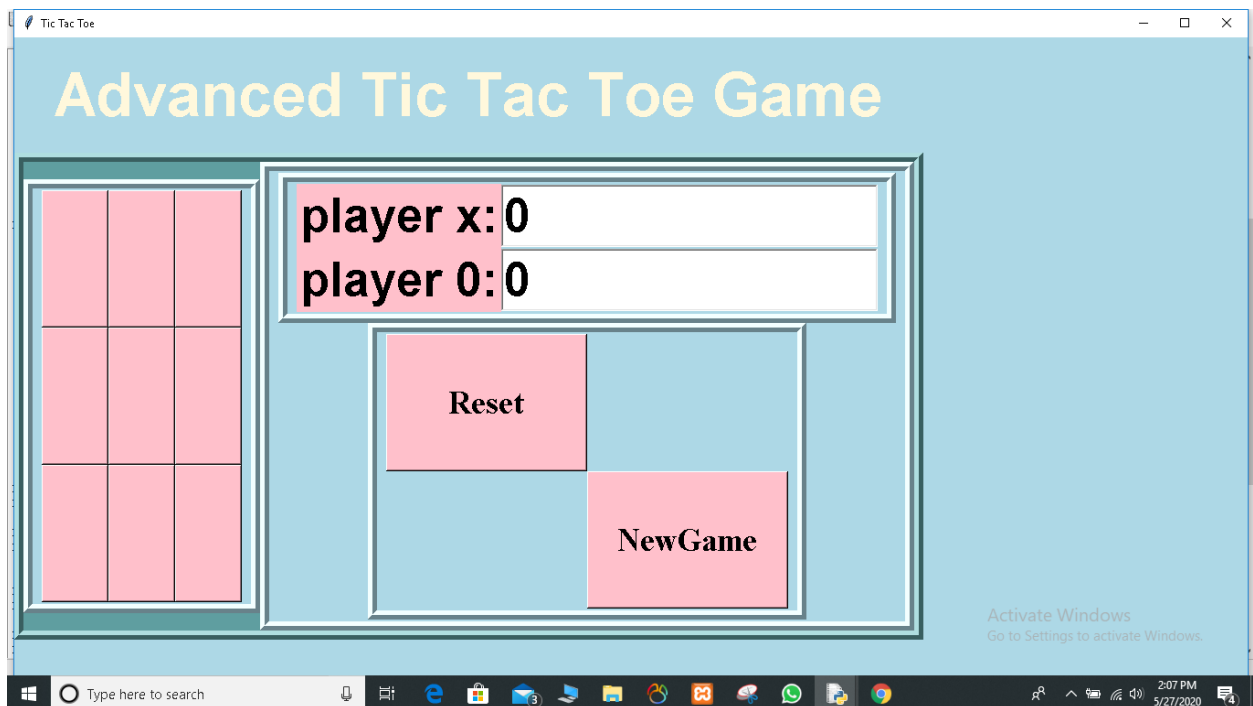
button8 = Button(LeftFrame, text=" ", font=('Times 26 bold'), height=3,
                 width=3, bg='Pink', command=lambda:checker(button8))
button8.grid(row=3,column=1,sticky= S+N+E+W)

button9 = Button(LeftFrame, text=" ", font=('Times 26 bold'), height=3,
                 width=3, bg='Pink', command=lambda:checker(button9))
button9.grid(row=3,column=2,sticky= S+N+E+W)

root.mainloop()
```

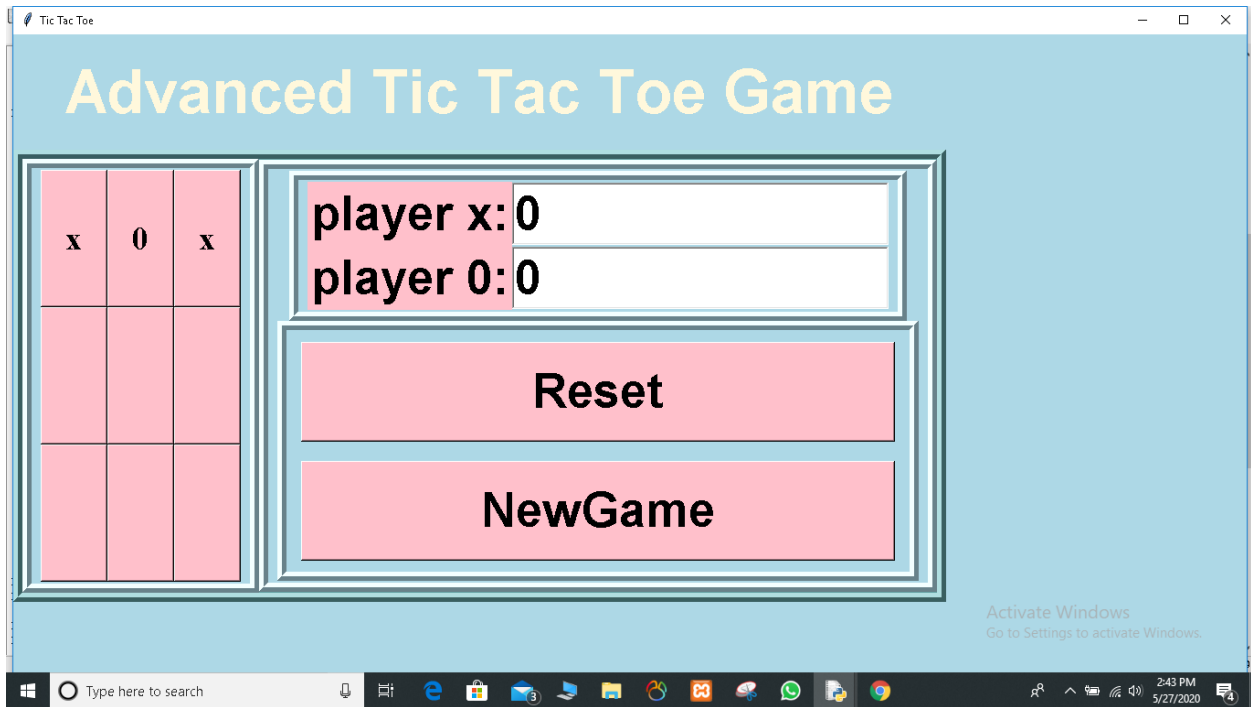
Output:

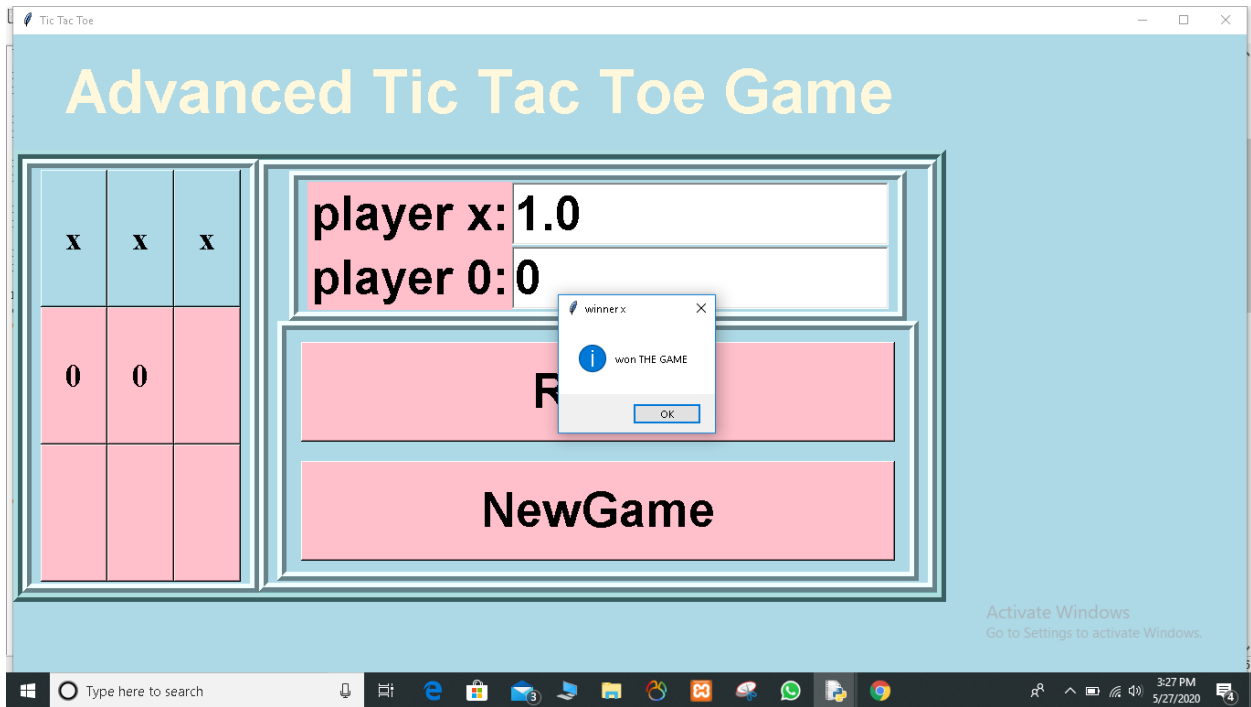












FINAL OUTPUT:

