

```
import tkinter.messagebox #iusing tkinter library box(display any thing in winodw)
```

```
#Python when combined with Tkinter provides a fast and easy way to create GUI applications
```

```
from tkinter import* #using all the libraries of tkinter(Its a GUI appllication)
```

```
root =Tk()
```

```
root.geometry=("1350*750+0+0") #setting the window screen
```

```
root.title("Tik Tac Toe") #name of application
```

```
root.configure(background='black') #setting the background colour of app
```

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

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

```
lblTitle=Label(Tops,font=('arial',50,'bold'),text="Tic Tac Toe",bd=21,bg='black',fg='cornsilk',justify=CENTER)
```

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

```
mainframe =Frame(root,bg='black',pady=2,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='purple',relief= RIDGE)
```

```
LeftFrame.pack(side=LEFT)
```

```
RightFrame=Frame(mainframe ,bd=10,width=560,height=500,padx=10,pady=2,bg='purple',relief= RIDGE)
```

```
RightFrame.pack(side=RIGHT)
```

```
RightFrame1=Frame(RightFrame ,bd=10,width=560,height=200,padx=10,pady=2,bg='purple',relief= RIDGE)
```

```
RightFrame1.grid(row=0, column=0)
```

```
RightFrame2=Frame(RightFrame ,bd=10,width=560,height=200,padx=10,pady=2,bg='purple',relief=RIDGE)
```

```
RightFrame2.grid(row=1, column=0)
```

```
playerX=IntVar() #player 1 name
```

```
playerO=IntVar() #player 2 name
```

```
playerX.set(0) #setting the values of player 1 as counter.The won game will show points in counter box
```

```
playerO.set(0) #setting the values of player 2 as counter.The won games will show points in counter box
```

```
buttons=StringVar()
```

```
click=True #checking the button either it is working when press or not
```

```
def checker (buttons): #and if 0 comes then 0 will display
```

```
    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="royalblue")
```

```

button2.configure(background="royalblue")
button3.configure(background="royalblue")
n=float(playerX.get())
score=(n+1)
playerX.set(score)
tkinter.messagebox.showinfo("winner X", "you have won a game")
if (button4["text"]=="X"and button5["text"]=="X"and button6["text"]=="X"):
    button4.configure(background="royalblue")
    button5.configure(background="royalblue")
    button6.configure(background="royalblue")
    n=float(playerX.get())
    score=(n+1)
    playerX.set(score)
    tkinter.messagebox.showinfo("winner X", "you have won a game")
if (button7["text"]=="X"and button8["text"]=="X"and button9["text"]=="X"): #here it's far checking
all of the possibilities
    button7.configure(background="royalblue")
    button8.configure(background="royalblue") #all the possible values for X
    button9.configure(background="royalblue") #and all the possible values for y
    n=float(playerX.get()) #For x 123,456,789,147,258,369,159,358
    playerX.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="royalblue")
    button5.configure(background="royalblue")
    button7.configure(background="royalblue")
    n=float(playerX.get())
    score=(n+1)
    playerX.set(score)

```

```

tkinter.messagebox.showinfo("winner X", "you have won a game")
if (button1[ "text"]=="X"and button5[ "text"]=="X"and button9[ "text"]=="X"):
button1.configure(background="royalblue") #when a player won a game the winning blocks turns in to
royal blue color

button5.configure(background="royalblue")
button9.configure(background="royalblue")
n=float(playerX.get())
score=(n+1)
playerX.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="royalblue")
button4.configure(background="royalblue")
button7.configure(background="royalblue") #same possibilities for y
n=float(playerX.get())
score=(n+1)
playerX.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="royalblue")
button5.configure(background="royalblue")
button8.configure(background="royalblue")
n=float(playerX.get())
score=(n+1)
playerX.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="royalblue")
button6.configure(background="royalblue")

```

```
button9.configure(background="royalblue")  
  
n=float(playerX.get())  
  
score=(n+1)  
  
playerX.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="royalblue")  
    button2.configure(background="royalblue")  
    button3.configure(background="royalblue")  
  
    n=float(playerX.get())  
  
    score=(n+1)  
  
    playerO.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="royalblue")  
    button5.configure(background="royalblue")  
    button6.configure(background="royalblue")  
  
    n=float(playerX.get())  
  
    score=(n+1)  
  
    playerO.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="royalblue")  
    button8.configure(background="royalblue")
```

```

button9.configure(background="royalblue")

n=float(playerX.get())

score=(n+1)

playerO.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="royalblue")

    button5.configure(background="royalblue")

    button7.configure(background="royalblue")

    n=float(playerX.get())

    score=(n+1)

    playerO.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="royalblue")

    button5.configure(background="royalblue")

    button9.configure(background="royalblue")

    n=float(playerX.get())

    score=(n+1)

    playerO.set(score)

    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="royalblue")

    button4.configure(background="royalblue")

    button7.configure(background="royalblue")

    n=float(playerX.get())

    score=(n+1)

    playerO.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="royalblue")
```

```
    button8.configure(background="royalblue")
```

```
    n=float(playerX.get())
```

```
    score=(n+1)
```

```
    playerO.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="royalblue")
```

```
    button6.configure(background="royalblue")
```

```
    button9.configure(background="royalblue")
```

```
    n=float(playerX.get())
```

```
    score=(n+1)
```

```
    playerO.set(score)
```

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

```
def Reset():
```

```
    button1['text']=" "
```

```
    button2['text']=" "
```

```
    button3['text']=" " #Here it is checking that if we click on reset button then the x or y will be remove  
but the score of the game will remain constant
```

```
    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()
```

```
    playerX.set(0) #for new game the new button will work as same the reset button but the only  
difference is that it will 0 the values for both players
```

```
    playerO.set(0) #because the counter++ will be 0 or reset
```

```
lblplayerX=Label(RightFrame1,font=('arial',40,'bold'),text="palyer 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)
```

```
lblplayerO=Label(RightFrame1,font=('arial',40,'bold'),text="palyer O :",padx=2,pady=2,bg="pink")
```



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

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

```
btnReset = Button(RightFrame2, 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(RightFrame2, text="NewGame ",font=('Times 26 bold'), height=3, width=15,  
bg='gainsboro',command=NewGame)
```

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

```
button1 = Button(LeftFrame, 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(LeftFrame, 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(LeftFrame, 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(LeftFrame, 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(LeftFrame, 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(LeftFrame, 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(LeftFrame, 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(LeftFrame, 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(LeftFrame, 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()
```