**INT-213**

**PYTHON PROGRAMMING**

PROJECT :- KIDS LEARNING GAME

PROJECT NO :- 8

Submitted To :- Submitted By:-

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**INTRODUCTION**

Topic:- KIDS LEARNING GAME

* This Game is based on Image Recognition.
* In this Game , The User will be watching the various images for some particular duration and after they have to recognize them by the names of images.
* This program is having three interfaces .
* First interface:- it shows the various images to the user and this page contains two buttons (‘Refresh’ and ‘ok’). By clicking on Refresh button the page will be displayed again. By pressing ‘ok’ button second interface will be displayed.
* Second interface:- This interface will be displayed by clicking on ‘ok’ button in first interface. This interface contains the check buttons of some names which also include the picture names of first interface and user have to select the answer keys which he/she can remember. After selecting the answers ,there is a ‘submit’ button in second interface, user have to select this button after selecting the answers.
* Third interface:- This interface displays the score of the user . if the user selects any wrong option then also it

only counts the correct answers and displays the score of the user.

Program code:-

from Tkinter import\*

import tkMessageBox

import Tkinter

rot=Tk()

rot.geometry("1350x600")

canvas=Canvas(width=300,height=200,bg='white')

canvas.pack(expand=YES,fill=BOTH)

gif1=PhotoImage(file="bf.gif")

canvas.create\_image(50,10,image=gif1,anchor=NW)

gif2=PhotoImage(file="bird.gif")

canvas.create\_image(600,100,image=gif2,anchor=NW)

gif3=PhotoImage(file="fish.gif")

canvas.create\_image(1000,10,image=gif3,anchor=NW)

gif4=PhotoImage(file="flower.gif")

canvas.create\_image(100,400,image=gif4,anchor=NW)

gif5=PhotoImage(file="minion.gif")

canvas.create\_image(1000,300,image=gif5,anchor=NW)

B=Tkinter.Button(rot,text="refresh")

B.pack(anchor=NW)

def ok():

t=Toplevel()

var1=IntVar()

var2=IntVar()

var3=IntVar()

var4=IntVar()

var5=IntVar()

var6=IntVar()

var7=IntVar()

var8=IntVar()

var9=IntVar()

var10=IntVar()

c1=Checkbutton(t,text="minion",variable=var1,onvalue=1,

offvalue=0,height=3,width=50)

c1.pack()

c2=Checkbutton(t,text="pen",variable=var2,onvalue=1,

offvalue=0,height=3,width=50)

c2.pack()

c3=Checkbutton(t,text="shoe",variable=var3,onvalue=1,

offvalue=0,height=3,width=50)

c3.pack()

c4=Checkbutton(t,text="bird",variable=var4,onvalue=1,

offvalue=0,height=3,width=50)

c4.pack()

c5=Checkbutton(t,text="earth",variable=var5,onvalue=1,

offvalue=0,height=3,width=500)

c5.pack()

c6=Checkbutton(t,text="Fish",variable=var6,onvalue=1,

offvalue=0,height=3,width=50)

c6.pack()

c7=Checkbutton(t,text="Dog",variable=var7,onvalue=1,

offvalue=0,height=3,width=50)

c7.pack()

c8=Checkbutton(t,text="butterfly",variable=var8,onvalue=1,

offvalue=0,height=3,width=50)

c8.pack()

c9=Checkbutton(t,text="book",variable=var9,onvalue=1,

offvalue=0,height=3,width=50)

c9.pack()

c10=Checkbutton(t,text="flower",variable=var10,onvalue=1,

offvalue=0,height=3,width=50)

c10.pack()

def verify():

x=Toplevel()

count=0

if((var1.get())==1):

L1=Label(x).grid(row=0,column=0)

count=count+1

if((var2.get())==1):

L2=Label(x).grid(row=1,column=0)

if((var3.get())==1):

L3=Label(x).grid(row=2,column=0)

if((var4.get())==1):

L4=Label(x).grid(row=3,column=0)

count=count+1

if((var5.get())==1):

L5=Label(x).grid(row=4,column=0)

if((var6.get())==1):

L6=Label(x).grid(row=5,column=0)

if((var7.get())==1):

L7=Label(x).grid(row=6,column=0)

if((var8.get())==1):

L8=Label(x).grid(row=7,column=0)

count=count+1

if((var9.get())==1):

L9=Label(x).grid(row=8,column=0)

if((var10.get())==1):

L10=Label(x).grid(row=9,column=0)

count=count+1

L11=Label(x,text="score:",relief=RAISED,width=10).grid(row=3,column=1)

L11=Label(x,text=count,relief=RAISED,width=6).grid(row=3,column=2)

x.mainloop()

E=Tkinter.Button(t,text="submit",command=verify)

E.pack()

D=Tkinter.Button(rot,text=" ok",command=ok )

D.pack(anchor=NE)

rot.mainloop()

* The ‘rot’ tkinter contains the first interface canvas and the images to be displayed and also it contains the ‘ok’ and ‘Refresh’ button.
* The ‘t’ tkinter contains the second interface having checkbuttons to be selected by the user and it also contain the ‘submit’ button.
* The ‘x’ tkinter contains the third interface which displays the score value of the user.
* The function of ‘ok’ button is performed as per the conditions entered in ok() function.
* The process of ‘submit’ button depends on the commands entered in the verify() function.
* In this , we had used the ‘count’ variable , it counts the correct answers entered by the user. After every correct answer count will be incremented by 1.and finally the score of the user is equal to the count.

**CURRENT STATUS:-**

The project has the following features:

* Observing the images
* Clicking ‘ok’ button
* Choosing the answers
* Clicking on ‘submit’ button
* Getting the output ‘score’

**Flow chart:-**

**Score**

**Submit**

**OK**

**Refresh**

Source :-

* INTERNET
* Tutorials point.com