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import PySimpleGUI as sg
import mysql.connector as c
import prettytable as pt
import pyttsx3
from pygame import mixer
from random import choice
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def gen_questions():
    con = c.connect (host='localhost',
                    user='root',
                    password = 'root',
                    database = 'KBC')

    cursor = con.cursor()
    query = "select * from Questions"
    cursor.execute(query)
    data = cursor.fetchall()
    con.commit()
    print(data)
    return data

def create_songs():
    mixer.init()
    song1 = mixer.Sound(r'Sounds\kbc_opening.mp3')
    song2 = mixer.Sound(r'Sounds\kbc_timer.mp3')
    song3 = mixer.Sound(r'Sounds\kbc_question.mp3')
    return song1,song2,song3

def create_fwindow():
    class_list = ['Class 1st-9th',
                  'Class 10th',
                  'Class 11th',
                  'Class 12th',
                  'Graduate',
                  'Post Graduate']

    song1.play()
    sg.theme('black')

    frame = [
        [sg.Input('Enter your name :',
                  text_color = ('#FFCC00'),
                  pad = (10,0),
                  size = (45,5)),
         sg.DropDown(class_list,
                     default_value = 'Class 12th',
                     text_color = '#FFCC00',
                     size = (23,5))]]
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layout = [
    [sg.Image('Logos\\AB.png',
              pad = (0,0))],
    [sg.Frame('Enter your details : ',
              frame, size = (525,54))],

    [sg.Text(
        '    Welcome to Kaun Banega Codepati, Grab your Hotseat now!    ',
        text_color = ('#FFCC00'),
        font = 'Young 14',
        pad = (0,15)
    ),
    sg.Button(
        'START',
        key = '-START-',
        button_color = ('#FFCC00','#3A0E4B'),
        size = (13,1),
        font = 'Young 15')
    ]]
window = sg.Window(
    "StopWatch",layout,
    element_justification = 'centre',
    no_titlebar = True
)

while True:
    event, values = window.read()

    if event == '-START-':
        mixer.pause()
        window.close()
        create_mwindow()
        break

    if event == sg.WIN_CLOSED:
        break

window.close()

def fifty(data,window):
    o_list = ['A','B','C','D']
    o_list.remove(data[i][6])
    element = choice(o_list)
    o_list.remove(element)
    window[o_list[0]].update('')
    window[o_list[1]].update('')

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def option_space (a,b,c,d):
    A = ' '*(18-(len(a)))
    B= ' '*(18-(len(b)))
    C = ' '*(18-(len(c)))
    D = ' '*(18-(len(d)))
    return A, B,C, D

def phone_friend(data,i):
    if data[i][6] == 'A':
        ans = data[i][2]
        answer = 'The correct answer is A; ' + ans

    elif data[i][6] == 'B':
        ans = data[i][3]
        answer = 'The correct answer is B; ' + ans

    elif data[i][6] == 'C':
        ans = data[i][4]
        answer = 'The correct answer is ' + data[i][6] +'; ' + ans

    else:
        ans = data[i][5]
        answer = 'The correct answer is ' + data[i][6] +'; ' + ans

    text_speech = pyttsx3.init()
    text_speech.say(answer)
    text_speech.runAndWait()

def aud_pole(data):
    if data[i][6] == 'A':
        a_v = 50
        b_v = 15
        c_v = 30
        d_v = 5
    elif data[i][6] == 'B':
        b_v = 64
        a_v = 6
        c_v = 20
        d_v = 10
    elif data[i][6] == 'C':
        c_v = 70
        b_v = 9
        a_v = 20
        d_v = 1
    elif data[i][6] == 'D':
        a_v = 35
        b_v = 20
        c_v = 5
        d_v = 40
    sg.theme('DarkPurple6')

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layout = [[sg.Push(),
            sg.Text('x',
                    size = (0,0),
                    enable_events = True,
                    key = '-CLOSE-',
                    font = 'Calibri')],
[sg.ProgressBar(100,
                size = (10,20),
                orientation = 'v',
                key = 'a',
                style = 'vista',
                bar_color = ('#BAA75C', '#070725'))],
sg.ProgressBar(100,
                size = (10,20),
                orientation = 'v',
                key = 'b',
                style = 'vista',
                bar_color = ('#BAA75C', '#070725'))),
sg.ProgressBar(100,
                size = (10,20),
                orientation = 'v',
                key = 'c',
                style = 'vista',
                bar_color = ('#BAA75C', '#070725'))),
sg.ProgressBar(100,
                size = (10,20),
                orientation = 'v',
                key = 'd',
                style = 'vista',
                bar_color = ('#BAA75C', '#070725'))],
[sg.Text(' A'), sg.Text('B'), sg.Text('C'), sg.Text('D')]]
awindow = sg.Window("Gamer",layout,no_titlebar = True,location = (650,230))
while True:
    event, values = awindow.read(timeout = 1)
    awindow['a'].UpdateBar(a_v)
    awindow['b'].UpdateBar(b_v)
    awindow['c'].UpdateBar(c_v)
    awindow['d'].UpdateBar(d_v)
    if event == sg.WIN_CLOSED or event == '-CLOSE-':
        break
awindow.close()

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def create_lwindow(i):
    mixer.pause()
    sg.theme('Black')
    win_list = [1000,2000,3000,5000,
                10000,20000,40000,80000,
                160000,320000,640000,1250000,
                2500000,5000000,70000000,0]
    win_amt = win_list[i-1]

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layout = [[sg.Text ('Congratulations, your winning amount is Rupees - ' + str(win_amt),
                    text_color = '#FFCC00',
                    font = 'Arial')],
          [sg.Button('QUIT',
                    key = '-QUIT-',
                    size = (13,1),
                    button_color = ('#FFCC00','#3A0E4B'))]]

window = sg.Window("Gamer",
                  layout,
                  no_titlebar = True )

while True:
    event, values = window.read()
    if event == '-QUIT-':
        break
window.close()

def create_mwindow():
    song3.play()
    data = gen_questions()
    sg.theme('black')
    sg.set_options(font = 'Arial 15',button_element_size = (30,2))
    button_size = (25,2)
    button_color = ('#FFCC00','#3A0E4B')
    text_color = ('#FFCC00')
    con_fifty = 1
    con_aud = 1
    con_phone = 1
    global i
    i = 0
    A_Space,B_Space,C_Space,D_Space = option_space(data[i][2],data[i][3],data[i][4],data[i][5])
    image_pad = (100,0)
    frame = [
        [sg.Button('A. ' + data[i][2]+ A_Space,
                    key = 'A',
                    expand_x = True,
                    button_color = button_color,
                    size = (button_size),
                    pad = (5,5),
                    font = 'Consolas 15'),
         sg.Button('B. ' + data[i][3]+ B_Space,
                    key = 'B',
                    expand_x = True,
                    button_color = button_color,
                    size = (button_size),
                    font = 'Consolas 15')],
        [sg.Button('C. ' + data[i][4]+ C_Space,
                    key = 'C',
                    expand_x = True,
                    button_color = button_color,
                    size = (button_size),
                    pad = (5,5),
                    font = 'Consolas 15'),

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control_col = sg.Column([
[sg.Image(r'Logos\50-50.png',
        pad = image_pad,
        key = '-50-',
        enable_events = True),
sg.Image(r'Logos\audiencePole.png',
        expand_x = True,
        key = '-AP-',
        enable_events = True),
sg.Image(r'Logos\phoneAFriend.png',
        pad = image_pad,
        key = '-PF-',
        enable_events = True)],
[sg.Image(r'Logos\center4.png',
        expand_x = True)],
[sg.Text(str(i+1) + '. ' + data[i][1],key = '-QUE1-',
        pad = (74,0), expand_x = True )],
[sg.Text(key = '-QUE2-',pad = (98,0))],
[sg.Text()],
[sg.Frame(' Options : ', frame,pad = (70,0),
        element_justification = 'centre'))]]
image_col = sg.Column([[sg.Image("Wins\picture0.png",
        pad=(0,9),
        expand_x = True,
        key = '-MONEY-')]])

layout = [[control_col,image_col]]
window = sg.Window("Kaun Banega Codepati",layout)
while True:

    event, values = window.read()
    if event in ['A','B','C','D']:
        if event == data[i][6]:
            mixer.pause()
            i=i+1
            song3.play()
            if len(data[i][1])>58:
                if data[i][1][57] != ' ':
                    window['-QUE1-'].update
                        (str(i+1) + '. ' + data[i][1][0:57] + '-')
                    window['-QUE2-'].update(data[i][1][57:])
                else:
                    window['-QUE1-'].update(str(i+1) + '. ' + data[i][1][0:58])
                    window['-QUE2-'].update(data[i][1][58:])
            else:
                window['-QUE1-'].update(str(i+1) + '. ' + data[i][1])
                window['-QUE2-'].update('')
        A_Space,B_Space,C_Space,D_Space = option_space
            (data[i][2],data[i][3],data[i][4],data[i][5])
        window['A'].update('A. ' + data[i][2] + A_Space)
        window['B'].update('B. ' + data[i][3] + B_Space)
        window['C'].update('C. ' + data[i][4] + C_Space)
        window['D'].update('D. ' + data[i][5] + D_Space)
        window['-MONEY-'].update('Wins\picture' + str(i) + '.png') #

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else:
    window[event].update(button_color = '#8B0101')
    window[data[i][6]].update(button_color = 'Green')
    print (data[i][6])
    create_lwindow(i)
    break
if event == '-50-':
    if con_fifty == 1:
        fifty(data,window)
        con_fifty -= 1
        window[event].update('Logos\\50-50-X.png')
if event == '-AP-':
    if con_aud == 1:
        window[event].update('Logos\\audiencePoleX.png')
        aud_pole(data)
        con_aud -= 1
if event == '-PF-':
    if con_phone == 1:
        con_phone -= 1
        window[event].update('Logos\\phoneAFriendX.png')
        phone_friend(data,i)

if event == sg.WIN_CLOSED:
    break
window.close()

song1,song2,song3 = create_songs()
create_fwindow()

```