from tkinter import \*

import random

master = Tk()

master.title("Rock Paper Scissors")

master.geometry("300x300")

def play\_game(ch):

B1.configure(state=DISABLED)

B2.configure(state=DISABLED)

B3.configure(state=DISABLED)

choices = ["rock", "paper", "scissors"]

user\_choice = ch

computer\_choice = random.choice(choices)

if(ch == "rock"):

textString1.set("You choose : Rock ")

elif (ch == "paper") :

textString1.set("You choose : paper ")

else:

textString1.set("You choose : Scissors ")

if(computer\_choice == "rock"):

textString2.set("Computer choose : Rock ")

elif (computer\_choice == "paper") :

textString2.set("Computer choose : paper ")

else:

textString2.set("Computer choose : Scissors ")

if user\_choice == computer\_choice:

textString3.set("It's a tie!")

elif (user\_choice == "rock" and computer\_choice == "scissors") or \

(user\_choice == "paper" and computer\_choice == "rock") or \

(user\_choice == "scissors" and computer\_choice == "paper"):

textString3.set("Congratulations! You win!")

else:

textString3.set("You lose!")

B4.configure(state=NORMAL)

B5.configure(state=NORMAL)

def tryagain():

B1.configure(state=NORMAL)

B2.configure(state=NORMAL)

B3.configure(state=NORMAL)

B4.configure(state=DISABLED)

B5.configure(state=DISABLED)

def close():

master.destroy();

label1 = Label(master, text='Welcome to Rock, Paper, Scissors!')

label2 = Label(master, text='Select your choice: ')

label1.place(relx = 0.5, rely = 0.1, anchor = CENTER)

label2.place(x= 60, y = 50 )

B1 = Button(master, text = "Rock", command = lambda :play\_game("rock"))

B1.place(x = 70,y = 90)

B2 = Button(master, text = "Paper", command =lambda : play\_game("paper"))

B2.place(x = 130,y = 90)

B3 = Button(master, text = "Scissors", command =lambda : play\_game("scissors"))

B3.place(x = 190,y = 90)

textString1 = StringVar()

textString2 = StringVar()

label3 = Label(master,textvariable = textString1)

label4 = Label(master,textvariable = textString2)

label3.place(x = 50 , y = 130 )

label4.place(x = 50 , y = 150 )

textString3 = StringVar()

label5 = Label(master,textvariable = textString3)

label5.place(x = 50 , y = 170 )

label6 = Label(master, text = " Wanna try again ? " )

label6.place(x = 50, y = 200 )

B4 = Button(master, text = "Yes", command= tryagain, state=DISABLED)

B4. place(x = 120, y = 230 )

B5 = Button(master, text = "No", command= close,state=DISABLED)

B5. place(x = 200, y = 230 )

mainloop()