

```
# Import Required Library
from tkinter import *
import random

# Create Object
root = Tk()

# Set geometry
root.geometry("300x300")

# Set title
root.title("Clash Wrap Tear Game")

# Computer Value
computer_value = {
    "0": "Rock",
    "1": "Paper",
    "2": "Scissor"
}

# Reset The Game
def reset_game():
    b1["state"] = "active"
    b2["state"] = "active"
    b3["state"] = "active"
    l1.config(text = "Player      ")
    l3.config(text = "Computer")
```

```
l4.config(text = "")
```

```
# Disable the Button
```

```
def button_disable():
```

```
    b1["state"] = "disable"
```

```
    b2["state"] = "disable"
```

```
    b3["state"] = "disable"
```

```
# If player selected rock
```

```
def isrock():
```

```
    c_v = computer_value[str(random.randint(0,2))]
```

```
    if c_v == "Rock":
```

```
        match_result = "Match Draw"
```

```
    elif c_v=="Scissor":
```

```
        match_result = "Player Win"
```

```
    else:
```

```
        match_result = "Computer Win"
```

```
    l4.config(text = match_result)
```

```
    l1.config(text = "Rock      ")
```

```
    l3.config(text = c_v)
```

```
    button_disable()
```

```
# If player selected paper
```

```
def ispaper():
```

```
    c_v = computer_value[str(random.randint(0, 2))]
```

```
    if c_v == "Paper":
```

```
        match_result = "Match Draw"
```

```
    elif c_v=="Scissor":
```

```
        match_result = "Computer Win"
```

```
else:
```

```
    match_result = "Player Win"
```

```
l4.config(text = match_result)
```

```
l1.config(text = "Paper      ")
```

```
l3.config(text = c_v)
```

```
button_disable()
```

```
# If player selected scissor
```

```
def isscissor():
```

```
    c_v = computer_value[str(random.randint(0,2))]
```

```
    if c_v == "Rock":
```

```
        match_result = "Computer Win"
```

```
    elif c_v == "Scissor":
```

```
        match_result = "Match Draw"
```

```
    else:
```

```
        match_result = "Player Win"
```

```
l4.config(text = match_result)
```

```
l1.config(text = "Scissor    ")
```

```
l3.config(text = c_v)
```

```
button_disable()
```

```
# Add Labels, Frames and Button
```

```
try:
```

```
    Label(root,
```

```
        text = "Clash Wrap Tear",
```

```
        font = "normal 20 bold",
```

```
        fg = "red").pack(pady = 20)
```

```
frame = Frame(root)
```

```
frame.pack()
```

```
l1 = Label(frame,
```

```
    text = "Player      ",
```

```
    font = 10 ,)
```

```
l2 = Label(frame,
```

```
    text = "VS      ",
```

```
    font = "normal 10 bold")
```

```
l3 = Label(frame, text = "Computer", font = 10)
```

```
l1.pack(side = LEFT)
```

```
l2.pack(side = LEFT)
```

```
l3.pack()
```

```
l4 = Label(root,
```

```
    text = "",
```

```
    font = "normal 20 bold",
```

```
    bg = "white",
```

```
    width = 15 ,
```

```
    borderwidth = 2,
```

```
    relief = "solid")
```

```
l4.pack(pady = 20)
```

```
frame1 = Frame(root)
```

```
frame1.pack()
```

```
b1 = Button(frame1, text = "Rock",  
            font = 10, width = 7,  
            fg = "white" ,  
            bg = "blue",  
            command = isrock)
```

```
b2 = Button(frame1, text = "Paper ",  
            font = 10, width = 7,  
            fg = "white",  
            bg = "blue",  
            command = ispaper)
```

```
b3 = Button(frame1, text = "Scissor",  
            font = 10, width = 7,  
            fg = "white",  
            bg = "blue",  
            command = isscissor)
```

```
b1.pack(side = LEFT, padx = 10)  
b2.pack(side = LEFT, padx = 10)  
b3.pack(padx = 10)
```

```
Button(root, text = "Reset Game",  
        font = 10, fg = "white",  
        bg = "black", command = reset_game).pack(pady = 20)
```

```
# Execute Tkinter
```

```
root.mainloop()
```

```
except NameError:
```

```
    print("Variable not found")
```

```
except KeyError:
```

```
    print("Dictionary key not found")
```

```
except ValueError:
```

```
    print("Value not found")
```