

# Title-Tic Tac Toe

## Member\_names

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In [74]: import tkinter as tk
from tkinter import messagebox

root = tk.Tk()
root.resizable(False, False)
root.title("Tic Tac Toe")

play_area = tk.Frame(root, width=300, height=300, bg='white')
count = 0
click = True
```

In [ ]:

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In [75]: def restart():# creating restart option and creating board
    global click, count
    global button1,button2,button3,button4,button5,button6,button7,button8,button9
    click = True
    count = 0
    button1 = tk.Button(root, text=" ", width=10, height=10, bg="white", command=lambda: button(button1))
    button1.grid(row=0, column=0)
    button2 = tk.Button(root, text=" ", width=10, height=10, bg="white", command=lambda: button(button2))
    button2.grid(row=0, column=1)
    button3 = tk.Button(root, text=" ", width=10, height=10, bg="white", command=lambda: button(button3))
    button3.grid(row=0, column=2)
    button4 = tk.Button(root, text=" ", width=10, height=10, bg="white", command=lambda: button(button4))
    button4.grid(row=1, column=0)
    button5 = tk.Button(root, text=" ", width=10, height=10, bg="white", command=lambda: button(button5))
    button5.grid(row=1, column=1)
    button6 = tk.Button(root, text=" ", width=10, height=10, bg="white", command=lambda: button(button6))
    button6.grid(row=1, column=2)
    button7 = tk.Button(root, text=" ", width=10, height=10, bg="white", command=lambda: button(button7))
    button7.grid(row=2, column=0)
    button8 = tk.Button(root, text=" ", width=10, height=10, bg="white", command=lambda: button(button8))
    button8.grid(row=2, column=1)
    button9 = tk.Button(root, text=" ", width=10, height=10, bg="white", command=lambda: button(button9))
    button9.grid(row=2, column=2)
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In [76]: def disable_button():#making all the buttons to be disable after someone wins the game or draw
    button1.config(state=tk.DISABLED)
    button2.config(state=tk.DISABLED)
    button3.config(state=tk.DISABLED)
    button4.config(state=tk.DISABLED)
    button5.config(state=tk.DISABLED)
    button6.config(state=tk.DISABLED)
    button7.config(state=tk.DISABLED)
    button8.config(state=tk.DISABLED)
    button9.config(state=tk.DISABLED)
```

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In [77]: def checking_winner():#checking winner
    if (button1["text"] == 'X' and button2["text"] == 'X' and button3["text"] == 'X' or
        button4["text"] == 'X' and button5["text"] == 'X' and button6["text"] == 'X' or
        button7["text"] == 'X' and button8["text"] == 'X' and button9["text"] == 'X' or
        button1["text"] == 'X' and button4["text"] == 'X' and button7["text"] == 'X' or
        button2["text"] == 'X' and button5["text"] == 'X' and button8["text"] == 'X' or
        button3["text"] == 'X' and button6["text"] == 'X' and button9["text"] == 'X' or
        button1["text"] == 'X' and button5["text"] == 'X' and button9["text"] == 'X' or
        button3["text"] == 'X' and button5["text"] == 'X' and button7["text"] == 'X'):
        messagebox.showinfo("Tic Tac Toe", "Player X wins!")
        disable_button()

    elif (button1["text"] == '0' and button2["text"] == '0' and button3["text"] == '0' or
          button4["text"] == '0' and button5["text"] == '0' and button6["text"] == '0' or
          button7["text"] == '0' and button8["text"] == '0' and button9["text"] == '0' or
          button1["text"] == '0' and button4["text"] == '0' and button7["text"] == '0' or
          button2["text"] == '0' and button5["text"] == '0' and button8["text"] == '0' or
          button3["text"] == '0' and button6["text"] == '0' and button9["text"] == '0' or
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        button1["text"] == '0' and button5["text"] == '0' and button9["text"] == '0' or
        button3["text"] == '0' and button5["text"] == '0' and button7["text"] == '0'):
    messagebox.showinfo("Tic Tac Toe", "Player 0 wins!")
    disable_button()

elif count == 9:
    messagebox.showinfo("Tic Tac Toe", "It's a draw!")
    disable_button()

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In [78]: def button(b):#switching player and making the index to be the player's mark
    global click, count
    if b["text"] == " " and click == True:
        b["text"] = "X"
        click = False
        count += 1
        checking_winner()
    elif b["text"] == " " and click == False:
        b["text"] = '0'
        click = True
        count += 1
        checking_winner()
    else:
        messagebox.showerror("Tic Tac Toe", "It is already occupied")

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In [79]: # Create a menu bar
menu_bar = tk.Menu(root)
root.config(menu=menu_bar)

# Create an "Options" menu
options_menu = tk.Menu(menu_bar, tearoff=False)
menu_bar.add_cascade(label="Options", menu=options_menu)

# Add a "Restart" option
options_menu.add_command(label="Restart", command=restart)
restart()
root.mainloop()

```

## conclusion

The goal of this project is to remember the thing that we were used to playing when we were kids.And. it is interesting to make with python.

## finalise

-The program will show the winner with a messagebox and there is the opition at the board where you can klik and restart the game again or you can quite by clicking the coss.

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