SPS-SIMPLE PC GAME BY PYTHON

```python
1   from tkinter import *

2   import random

3   from tkinter import messagebox

4

5   wn=Tk()

6   wn.title("SPS.Game login page")

7   wn.geometry("2000x2000")

8   un=Label(wn,text="Enter Your Name").pack()

9   ung=StringVar()

10  une=Entry(wn,text=ung).pack()

11  ua=Label(wn,text="Enter Your Age").pack()

12  uag=StringVar()

13  uae=Entry(wn,text=uag).pack()

14  def ex():

15      wn.destroy()

16

17  def op():

18

19      ungg=ung.get()

20      uagg=uag.get()

21

22

23

24      wt=Tk()

25      wt.title("Game Window SPS")

26      wt.geometry("2000x2000")

27

28      ugi=Label(wt,text="Enter Stone or Paper or Sissor to Play").pack()
```

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```python
29    ugg=StringVar()
30    uge=Entry(wt,text=ugg).pack()
31    def back():
32       wt.destroy()
33    def gpl():
34
35       win=Tk()
36       win.title("winner of the game")
37       win.geometry("2000x2000")
38       uggw=ugg.get()
39       print(uggw)
40       Label(win,text="this game is still under development").pack()
41
42
43
44
45       wl=['stone','paper','sissor']
46       lw=random.choice(wl)
47       llw=Label(win,text="computer's..:"+lw).pack()
48
49       if uggw=='stone' and llw=='stone':
50
51
52
53
54          Label(win,text="draw match").pack()
55       if uggw=='paper' and llw=='paper':
56          Label(win,text="draw match").pack()
```

```python
57        if uggw=='sissor' and llw=='sissor':
58          Label(win,text="draw match").pack()
59        elif uggw!=llw:
60          Label(win,text="just find yourself who wins").pack()
61        def winner():
62          messagebox.showinfo("winner of the game","just find yourself who is the winner........")
63        def dest():
64          win.destroy()
65        Button(win,text="WHO WON",command=winner,width=10).pack()
66        Button(win,text="BACK",command=dest,width=10).pack()
67
68      Button(wt,text="computer play",command=gpl,width=11).pack()
69      Button(wt,text="BACK",command=back,width=10).pack()
70    Button(wn,text="LOGIN",command=op,width=10).pack()
71    Button(wn,text="EXIT",command=ex,width=10).pack()
72    wn.mainloop()
```