from tkinter import \*

from random import randrange as rnd, choice

import time

root = Tk()

root.geometry('800x600')

canv = Canvas(root,bg='white')

canv.pack(fill=BOTH,expand=1)

colors = ['red','orange','yellow','green','blue']

def new\_ball():

global x,y,r,ball

canv.delete(ball)

x = rnd(100,700)

y = rnd(100,500)

r = rnd(30,50)

ball = canv.create\_oval(x-r,y-r,x+r,y+r,fill = choice(colors), width=0)

root.after(1000,new\_ball)

def click(event):

global points, x, text

if (event.y - y)\*\*2 + (event.x - x)\*\*2 <= r\*\*2:

points += 1

canv.delete(text)

canv.delete(ball)

text = canv.create\_text(20,20,text=str(points), font = 'Arial 20')

print(points)

print('goal')

if (event.y - y)\*\*2 + (event.x - x)\*\*2 > r\*\*2:

points -= 1

x=-1000

canv.delete(text)

canv.delete(ball)

text = canv.create\_text(20,20,text=str(points), font = 'Arial 20')

print(points)

print('miss')

ball = canv.create\_oval(-100,0,0,0)

text = canv.create\_text(20,20,text=0, font = 'Arial 20')

points = 0

new\_ball()

canv.bind('<Button-1>', click)

mainloop()