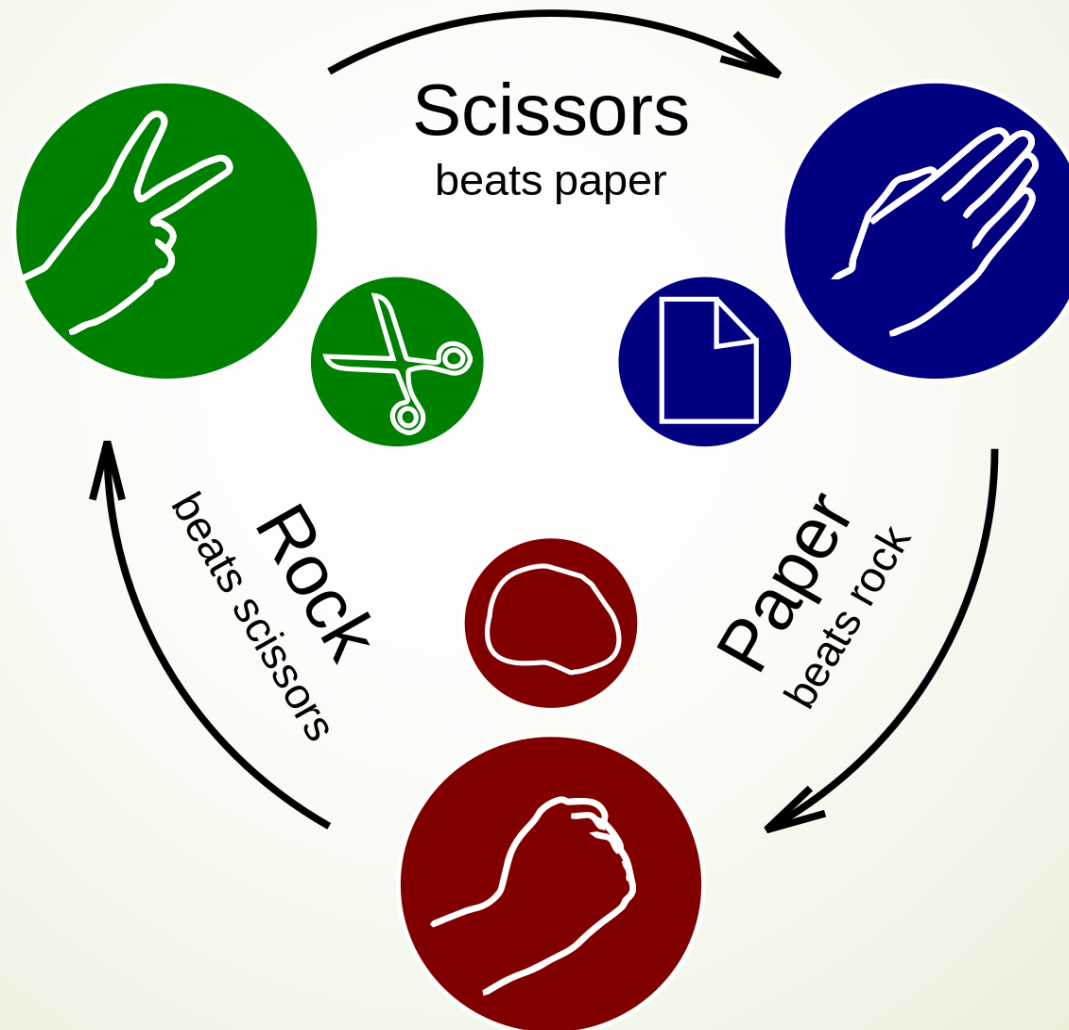


ROCK,PAPER& SCISSOR GAME DEVELOPMENT

PYTHON PROGRAMMING LANGUAGE





ACKNOWLEDGEMENT

I am glad to present my project. This project was given by our respected training teacher Mr. Chirandeep Bhattacharjee. I am really thankful to him for giving us such a wonderful and interesting topic for our project.

I would also like to thank my other teachers from my heart. Without their suggestions and feedback, the project would not have achieved such a good outcome.

I hope everyone will like my project and appreciate my hard work.

Code Overview

Importing Libraries:

- `from tkinter import *`: Importing the Tkinter module for GUI.`import customtkinter`: Importing customtkinter module for custom styling.`import random`: Importing the random module for generating computer choices.

Setting up GUI:

- `root`: Creating a Tkinter window with custom settings.`customtkinter.set_appearance_mode("System")`: Setting the appearance mode to match the system theme.`customtkinter.set_default_color_theme("blue")`: Setting the default color theme to blue.

Functions:

- `reset_game()`: Resets the game by enabling buttons and resetting labels.`button_disable()`: Disables buttons after player selection.`isrock()`, `ispaper()`, `isscissors()`: Functions to handle player choices and determine the winner.

Game Logic:

- Randomly selects the computer's choice and compares it with the player's choice to determine the winner.Updates labels to display player and computer choices as well as the game result.

GUI Elements:

- Buttons and labels are created using customtkinter for styling.Buttons for player choices (Rock, Paper, Scissors), reset game, and exit game.

Demonstration & Rules of the game

GUI Layout

Show the main window with the Rock Paper Scissors title.

Display buttons for player choices and reset/exit buttons.

Highlight labels showing player and computer choices.

Gameplay

Show the game in progress with player making a choice.

Display computer choice and the game result.

Highlight reset button for restarting the game.

End Game

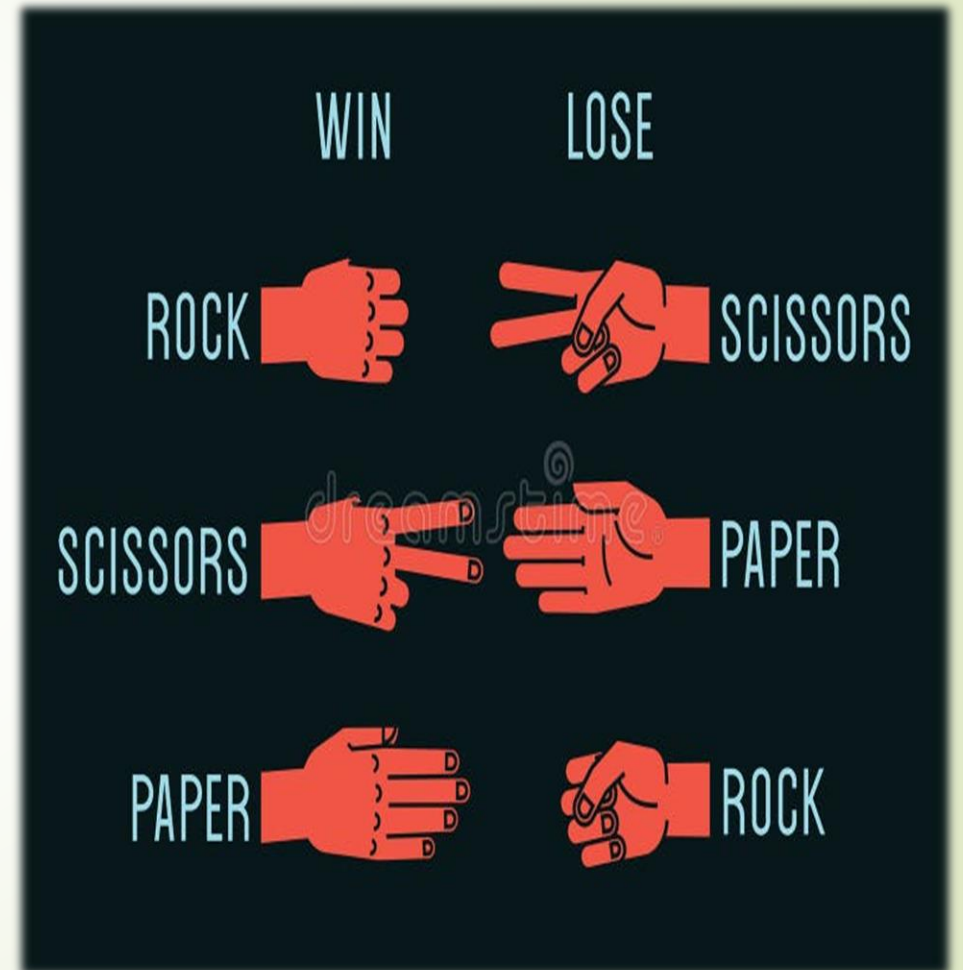
Display the final result of the game.

Highlight exit button for closing the application.

Custom Styling

Showcase the custom styling of buttons and labels.

Highlight the consistency in appearance throughout the game.




```
File Edit Selection View Go Run Terminal Help
rockpaperscissors.py
C: > Users > ARANYA > OneDrive > Documents > rockpaperscissors.py > isscissors
1  from tkinter import *
2  import customtkinter
3  import random
4
5  root = customtkinter.CTk()
6  root.geometry("1000x1000")
7  root.title("Rock Paper Scissors")
8
9  customtkinter.set_appearance_mode("System")
10 customtkinter.set_default_color_theme("blue")
11
12 computer_value = {"1" : "Rock" , "2" : "Paper" , "3" : "Scissors"}
13
14 def reset_game():
15     b1["state"] = "active"
16     b2["state"] = "active"
17     b3["state"] = "active"
18     l1.configure(text="Player")
19     l3.configure(text="Computer")
20     l4.configure(text="")
21
22 def button_disable():
23     b1["state"] = "disable"
24     b2["state"] = "disable"
```

