ČASOVAČ chytaj rovnaké čísla

import tkinter, random

okno = tkinter.Tk()

canvas = tkinter.Canvas(bg='white', width=800, height=400)

canvas.pack()

sirka = int(canvas['width'])

vyska = int(canvas['height'])

body = 0

def animacia():

global cislo1, cislo2

canvas.delete('all')

cislo1 = random.randint(1, 6)

cislo2 = random.randint(1, 6)

canvas.create\_text(sirka/4, vyska/4, text=str(cislo1),

font='Arial 100 bold', fill='red')

canvas.create\_text(sirka/4\*3, vyska/4, text=str(cislo2),

font='Arial 100 bold', fill='red')

canvas.after(1000, animacia)

def porovnaj():

global cislo1, cislo2, rovnake, body

if cislo1 == cislo2:

body += 2

canvas.create\_text(100, 10, text='Získané body: '+

str(body), font='Arial, 10', fill='navy')

else:

body -= 1

canvas.create\_text(100, 10, text='Získané body: '+

str(body), font='Arial, 10', fill='navy')

animacia()

tlacidlo = tkinter.Button(okno, text='ROVNAKÉ', command=porovnaj)

tlacidlo.pack()