# import modules

from mysql.connector.cursor import MySQLCursor

from logging import exception

from tkinter\_dbconnection\_file import mysqlCon

from cgitb import text

from ctypes.wintypes import SIZE

from tkinter import \*

# This module provides a portable way of using operating system dependent functionality.

import os

from tkinter import messagebox

from tkinter import font

from itertools import count

from tkinter import END, Label, messagebox

from argparse import \_CountAction

from operator import length\_hint

import random

# Global Variable Declaration.

global tmpAnswer

global tmpRandomChoice

global listAns

global countC

global countI

global listUserAns

global finalWord

chanceCount = 1

global tempCount # This variable to call word to check as per the attempts.

tempCount = 1

global username1

global nextlevelframe

global hintLabel

global hintDisplayLabel

# importing database class from file name called "tkinter\_dbconeection\_file.py"

# mysqlCon.fndbconn()

# from sqlite3 import Cursor

class mysqlCon:

conn = ""

def \_\_init\_\_(self): # self represents the instance of the class. Usage of "self" in class to access the methods and attributes

# The \_\_init\_\_ method lets the class initialize the object's attributes and serves no other purpose. It is only used within classes

print("Hello, this is as an initializer method of class mysqlCon ...")

def fndbconn():

global conn

# We import the connector class from MySql.

import mysql.connector as mysqlConnector

conn = mysqlConnector.connect(

host='localhost', user='root', password='rootroot1234', database='PythonWordle') # We access the connect method through the connector class, which we already import into our program. Now, we are passing our connection parameters to the connect method. The user name and password will be different according to your installation process.

if conn:

return 1

else:

return 0

def fnLogin(tmpuser, tmppass):

global conn

# We imported the cursor method from the established connection (conn) object and created the cursor object (mycursor).

mycursor = conn.cursor()

print(f"Entered Username = {tmpuser}")

print(f"Entered Password = {tmppass}")

tuple1 = (tmpuser, tmppass)

query = """select \* from users where username=%s and password=%s"""

# we use %s for character code as ASCII 65 is 'A' so till 91 'Z' to understand better you can use for loop starting from 65 to 91 inside this for loop print result using printf

# The execute () method helps us to execute the query and return records according to the query.

result = mycursor.execute(query, tuple1)

# Returns the all or remaining rows from the result set.

result = mycursor.fetchone()

print(f"Result = {result}")

return result

# conn.close()

def fnRegister(username, password, tmpemailid):

mycursor = conn.cursor()

print(username, password, tmpemailid)

mycursor.execute(

f"insert into users(username,password,email\_id) values('{username}','{password}','{tmpemailid}')")

conn.commit()

conn.close()

class WordleClass:

def \_\_init\_\_(self):

print("Hello this is wordleclass...")

def getNewFinalWord():

global listAns

global tmpRandomChoice

global listFinal

# This code is to get final word list from file.

listAns = []

file = open(

"/Users/savitakhadse/Desktop/Summer 2022/Advanced OO programming with Java and Python/Project/wordle.txt", "r")

str = file.read().split('\n')

listAns = str

file.close()

# print(listAns)

# End of the code.

# Generating random number's word for today's game.

tmpRandomChoice = random.randrange(0, 25)

# This to store random generated word for Game.

i = 1

global finalWord

finalWord = listAns[tmpRandomChoice]

global listFinal

print(finalWord)

listFinal = []

listFinal.clear()

for i in range(5):

listFinal.append(finalWord[i])

print(listFinal)

return finalWord

def getCorrectAnswer():

global finalWord

print(f"Correct Answer = {finalWord}")

return finalWord

def fnStoreUserInputList(tmpAnswer):

# Here, starting the storing user input in list from here.

global listFinal

global listUserAns

listUserAns = []

listUserAns.clear()

j = 1

for j in range(5):

listUserAns.append(tmpAnswer[j])

print(listUserAns)

# Matching User and Final Answer.

global countC

global countI

# This list to be used to make TKINTER UI , green-yellow-grey as per the answer.

global greenList

global yellowList

global greyList

greenList = []

yellowList = []

greyList = []

# -------------End ------------.

countC = 0

countI = 0

k = 0

l = 0

# LOOP TO CHECK USERS WORD LETTER WITH COMPUTER GENERATED WORD LETTER

for k in range(5):

print(f"\nChecking result for the #{k+1} letter.")

flag1 = 0

flag2 = 0

flag3 = 0

for l in range(5):

user = listUserAns[k]

computer = listFinal[l]

# user==compter is used for letter matching, k==l is used for position matching.

if user == computer and k == l:

flag1 = 1

elif user == computer and k != l:

flag2 = 2

elif user != computer:

flag3 = 3

else:

print("")

if flag1 == 1:

# print(f"Position of letter #{user} is correct.")

print(f"\033[1;32;40m {user} \n")

countC += 1

greenList.append(k+1)

elif flag2 == 2 and flag3 == 3:

# print(f"This #{user} letter is exist but position is not correct.")

print(f"\033[1;33;40m {user} \n")

countI += 1

yellowList.append(k+1)

elif flag3 == 3:

# print(f"This #{user} letter is not exist.")

print(f"\033[1;37;40m {user} \n")

countI += 1

greyList.append(k+1)

else:

print("")

# Calling function to check final answer and user limits.

return greenList, yellowList, greyList

# Function to check maximum limit to get answer from user if user is wrong.

# Function calling for user input and it's length validation.

# This class is for Registration page.

# db = mysqlCon()

class RegisterClass(mysqlCon):

def \_\_init\_\_(self):

super().\_\_init\_\_()

print("This is register class")

# Designing window for registration

def register():

global register\_screen

register\_screen = Toplevel(main\_screen)

register\_screen.title("Register")

register\_screen.geometry("350x500")

# Added for Wordle....

iframe = Frame(register\_screen)

iframe.pack()

topframe = Frame(register\_screen)

topframe.pack()

mframe = Frame(register\_screen)

mframe.pack()

L1 = Label(iframe, font=("Apple, 10"))

L1.pack()

L1 = Label(topframe, text="W", font=(

"Apple, 25"), bg="#8FDE21", width=2)

L2 = Label(topframe, text="O", font=(

"Apple, 25"), bg="#8FDE21", width=2)

L3 = Label(topframe, text="R", font=(

"Apple, 25"), bg="#8FDE21", width=2)

L4 = Label(topframe, text="D", font=(

"Apple, 25"), bg="#8FDE21", width=2)

L5 = Label(topframe, text="L", font=(

"Apple, 25"), bg="#8FDE21", width=2)

L6 = Label(topframe, text="E", font=(

"Apple, 25"), bg="#8FDE21", width=2)

L6.pack(side=RIGHT, padx=3, pady=10)

L5.pack(side=RIGHT, padx=3)

L4.pack(side=RIGHT, padx=3)

L3.pack(side=RIGHT, padx=3)

L2.pack(side=RIGHT, padx=3)

L1.pack(side=RIGHT, padx=3)

L1 = Label(mframe, font=("Apple, 10"))

L1.pack()

# End of wrodle UI....

global username

global password

global tmpemail

global username\_entry

global password\_entry

global email\_entry

username = StringVar()

password = StringVar()

tmpemail = StringVar()

Label(register\_screen, text="Please enter details below", bg="blue",

fg="white", width="300", height="2", font=("Calibri", 13)).pack()

Label(register\_screen, text="").pack()

username\_lable = Label(register\_screen, text="Username \* ")

username\_lable.pack()

username\_entry = Entry(register\_screen, textvariable=username)

username\_entry.pack()

password\_lable = Label(register\_screen, text="Password \* ")

password\_lable.pack()

password\_entry = Entry(

register\_screen, textvariable=password, show='\*')

password\_entry.pack()

email\_lable = Label(register\_screen, text="Email \* ")

email\_lable.pack()

email\_entry = Entry(register\_screen, textvariable=tmpemail)

email\_entry.pack()

Label(register\_screen, text="").pack()

# This line is to add style to button texts.

buttonFont = font.Font(size=12, weight='bold')

Button(register\_screen, text="Register", font="buttonFont", width=10,

height=1, bg="blue", fg="magenta", command=RegisterClass.register\_user).pack()

# Implementing event on register button

def register\_user():

username\_info = username.get()

password\_info = password.get()

email\_info = tmpemail.get()

username\_entry.delete(0, END)

password\_entry.delete(0, END)

email\_entry.delete(0, END)

mysqlCon.fndbconn()

checkUser = mysqlCon.fnRegister(

username\_info, password\_info, email\_info)

messagebox.showinfo(

"Success!", "Welcome! Registration Done Suceessfully..")

register\_screen.destroy()

# This class is for the Login Page.

class LoginClass(mysqlCon):

def \_\_init\_\_(self):

super().\_\_init\_\_()

print("This is login class")

# Designing window for login.

def login():

global login\_screen

login\_screen = Toplevel(main\_screen)

login\_screen.title("Login")

login\_screen.geometry("350x500")

# Added for Wordle....

iframe = Frame(login\_screen)

iframe.pack()

topframe = Frame(login\_screen)

topframe.pack()

mframe = Frame(login\_screen)

mframe.pack()

L1 = Label(iframe, font=("Apple, 10"))

L1.pack()

L1 = Label(topframe, text="W", font=(

"Apple, 25"), bg="#8FDE21", width=2)

L2 = Label(topframe, text="O", font=(

"Apple, 25"), bg="#8FDE21", width=2)

L3 = Label(topframe, text="R", font=(

"Apple, 25"), bg="#8FDE21", width=2)

L4 = Label(topframe, text="D", font=(

"Apple, 25"), bg="#8FDE21", width=2)

L5 = Label(topframe, text="L", font=(

"Apple, 25"), bg="#8FDE21", width=2)

L6 = Label(topframe, text="E", font=(

"Apple, 25"), bg="#8FDE21", width=2)

L6.pack(side=RIGHT, padx=3, pady=10)

L5.pack(side=RIGHT, padx=3)

L4.pack(side=RIGHT, padx=3)

L3.pack(side=RIGHT, padx=3)

L2.pack(side=RIGHT, padx=3)

L1.pack(side=RIGHT, padx=3)

L1 = Label(mframe, font=("Apple, 10"))

L1.pack()

# End of wrodle UI....

Label(login\_screen, text="Please enter details below to login", bg="blue",

fg="white", width="300", height="2", font=("Calibri", 13)).pack()

Label(login\_screen, text="").pack()

global username\_verify

global password\_verify

username\_verify = StringVar()

password\_verify = StringVar()

global username\_login\_entry

global password\_login\_entry

Label(login\_screen, text="Username \* ").pack()

username\_login\_entry = Entry(

login\_screen, textvariable=username\_verify)

username\_login\_entry.pack()

Label(login\_screen, text="").pack()

Label(login\_screen, text="Password \* ").pack()

password\_login\_entry = Entry(

login\_screen, textvariable=password\_verify, show='\*')

password\_login\_entry.pack()

Label(login\_screen, text="").pack()

# This line is to add style to button texts.

buttonFont = font.Font(size=12, weight='bold')

Button(login\_screen, font="buttonFont", text="Login", bg="blue",

fg="magenta", width=10, height=1, command=LoginClass.login\_verify).pack()

# Implementing event on login button

def login\_verify():

global username1

username1 = username\_verify.get()

password1 = password\_verify.get()

username\_login\_entry.delete(0, END)

password\_login\_entry.delete(0, END)

# db = mysqlCon()

mysqlCon.fndbconn()

# checking here if the details are matching with mysqlconntable

checkUser = mysqlCon.fnLogin(username1, password1)

if len(checkUser) > 0:

Label(login\_screen, text="Login Success",

fg="green", font=("calibri", 11)).pack()

login\_screen.destroy()

# Calling Wordle Game Main UI.

LoginClass.login\_sucess()

else:

LoginClass.password\_not\_recognised()

# Designing popup for login success

def login\_sucess():

# global Toplevel

# global login\_success\_screen

# login\_success\_screen = Toplevel(login\_screen)

# login\_success\_screen.title("Success")

# login\_success\_screen.geometry("150x100")

messagebox.showinfo("Suceess", "Welcome to game!")

main\_screen.destroy()

GameMainClass.wordle\_test()

# Designing popup for login invalid password

def password\_not\_recognised():

global password\_not\_recog\_screen

password\_not\_recog\_screen = Toplevel(login\_screen)

password\_not\_recog\_screen.title("PASSWORDFAIL")

password\_not\_recog\_screen.geometry("250x200")

Label(password\_not\_recog\_screen, text="Invalid Password ").pack()

Button(password\_not\_recog\_screen, text="OK",

command=LoginClass.delete\_password\_not\_recognised).pack()

# Designing popup for user not found

def user\_not\_found():

global user\_not\_found\_screen

user\_not\_found\_screen = Toplevel(login\_screen)

user\_not\_found\_screen.title("USERFAIL")

user\_not\_found\_screen.geometry("150x100")

Label(user\_not\_found\_screen, text="User Not Found").pack()

Button(user\_not\_found\_screen, text="OK",

command=LoginClass.delete\_user\_not\_found\_screen).pack()

# Deleting popups

def delete\_password\_not\_recognised():

password\_not\_recog\_screen.destroy()

def delete\_user\_not\_found\_screen():

user\_not\_found\_screen.destroy()

class GameMainClass:

# Designing Main(first) window

def main\_account\_screen():

global main\_screen

main\_screen = Tk()

main\_screen.geometry("350x500")

main\_screen.title("Account Login")

# Added for Wordle....

iframe = Frame(main\_screen)

iframe.pack()

topframe = Frame(main\_screen)

topframe.pack()

mframe = Frame(main\_screen)

mframe.pack()

L1 = Label(iframe, font=("Apple, 10"))

L1.pack()

L1 = Label(topframe, text="W", font=(

"Apple, 25"), bg="#8FDE21", width=2)

L2 = Label(topframe, text="O", font=(

"Apple, 25"), bg="#8FDE21", width=2)

L3 = Label(topframe, text="R", font=(

"Apple, 25"), bg="#8FDE21", width=2)

L4 = Label(topframe, text="D", font=(

"Apple, 25"), bg="#8FDE21", width=2)

L5 = Label(topframe, text="L", font=(

"Apple, 25"), bg="#8FDE21", width=2)

L6 = Label(topframe, text="E", font=(

"Apple, 25"), bg="#8FDE21", width=2)

L6.pack(side=RIGHT, padx=3, pady=10)

L5.pack(side=RIGHT, padx=3)

L4.pack(side=RIGHT, padx=3)

L3.pack(side=RIGHT, padx=3)

L2.pack(side=RIGHT, padx=3)

L1.pack(side=RIGHT, padx=3)

L1 = Label(mframe, font=("Apple, 10"))

L1.pack()

# End of wrodle UI....

Label(text="Select Your Choice", bg="blue", fg="white",

width="300", height="2", font=("Calibri", 13)).pack()

Label(text="").pack()

# This line is to add style to button texts.

buttonFont = font.Font(size=12, weight='bold')

Button(text="Login", font="buttonFont", height="2",

width="20", bg="blue", fg="magenta", command=LoginClass.login).pack()

Label(text="").pack()

button = Button(text="Register", font="buttonFont", height="2",

width="20", bg="blue", fg="magenta", command=RegisterClass.register).pack()

main\_screen.mainloop()

# Starting wordle GAME UI--------

# ----- Main wordle game UI for every attemts ------.

def wordle\_test():

global username1 # This variable is used to display UserName.

global nextlevelframe # This frame to give next button.

global tempCount

tempCount = 1

from tkinter import LEFT, RIGHT, Button, Entry, Frame, Label, StringVar, Tk, Toplevel, font

global submitButton

global wordle\_screen

wordle\_screen = Tk()

wordle\_screen.title("Wordle Game Main Screen")

wordle\_screen.geometry("400x650")

# ---Frames are added ---.

topframe = Frame(wordle\_screen)

topframe.pack()

mframe = Frame(wordle\_screen)

mframe.pack()

iframe = Frame(wordle\_screen)

iframe.pack()

hintframe = Frame(wordle\_screen)

hintframe.pack()

frame1 = Frame(wordle\_screen)

frame1.pack()

frame2 = Frame(wordle\_screen)

frame2.pack()

frame3 = Frame(wordle\_screen)

frame3.pack()

frame4 = Frame(wordle\_screen)

frame4.pack()

frame5 = Frame(wordle\_screen)

frame5.pack()

frame6 = Frame(wordle\_screen)

frame6.pack()

bottomframe = Frame(wordle\_screen)

bottomframe.pack()

nextlevelframe = Frame(wordle\_screen)

nextlevelframe.pack()

L1 = Label(topframe, font=("Apple, 20"), text="")

L1.pack()

L1 = Label(mframe, text="W", font=("Apple, 25"), bg="#8FDE21", width=2)

L2 = Label(mframe, text="O", font=("Apple, 25"), bg="#8FDE21", width=2)

L3 = Label(mframe, text="R", font=("Apple, 25"), bg="#8FDE21", width=2)

L4 = Label(mframe, text="D", font=("Apple, 25"), bg="#8FDE21", width=2)

L5 = Label(mframe, text="L", font=("Apple, 25"), bg="#8FDE21", width=2)

L6 = Label(mframe, text="E", font=("Apple, 25"), bg="#8FDE21", width=2)

L6.pack(side=RIGHT, padx=3, pady=20)

L5.pack(side=RIGHT, padx=3)

L4.pack(side=RIGHT, padx=3)

L3.pack(side=RIGHT, padx=3)

L2.pack(side=RIGHT, padx=3)

L1.pack(side=RIGHT, padx=3)

# Printing username in top right corner.

tmpUserPrint = "Welcome " + '"' + username1 + '"'

L7 = Label(wordle\_screen, text=tmpUserPrint,

fg="#101057", font=("Calibri", 16))

L7.place(relx=1.0, rely=0.0, anchor='ne')

Label(iframe, text="Please enter details below", bg="blue",

fg="white", width="300", height="1", font=("Calibri", 13)).pack()

Label(iframe, text="").pack(pady=4)

# Logout button to configure.

def fnLogout():

global wordle\_screen

wordle\_screen.destroy()

logoutButton = Button(wordle\_screen, font="buttonFont", text="Logout",

fg="magenta", bg="#f7051d", borderwidth=1, command=fnLogout)

logoutButton.place(relx=0.05, rely=0.97, anchor='sw')

# End of Logout button code.

# Hint to setup

global hintLabel

global hintDisplayLabel

# Calling this function to get New Final Word for this level.

finalWord = WordleClass.getNewFinalWord()

hint = finalWord[0]

finalhint = "Today's word start from " + '"' + hint + '"'

hintLabel = Label(wordle\_screen, text="Hint", width=6,

fg="white", bg="#04c91f", height="1", font=("Calibri", 13))

hintLabel.place(relx=0.98, rely=0.24, anchor='ne')

hintDisplayLabel = Label(wordle\_screen)

hintDisplayLabel.place(relx=0.76, rely=0.23, anchor='ne')

def on\_enter(event):

global hintDisplayLabel

hintDisplayLabel.configure(

text=finalhint, fg="white", bg="#04c91f", height="1", font=("Calibri", 13))

def on\_leave(enter):

global hintDisplayLabel

hintDisplayLabel.configure(text="", bg="#fafaf2")

# We can bind the key event using the Binding method in a tkinter application.

hintLabel.bind("<Enter>", on\_enter)

hintLabel.bind("<Leave>", on\_leave)

# Whenever the key will be triggered, it will call a handler that will raise the specific operation for the key event.

# End of the hint code.

# --- Starting Wordle Game UI for FIRST row. ---.

global row1e1

global row1e2

global row1e3

global row1e4

global row1e5

global row1e1\_entry

global row1e2\_entry

global row1e3\_entry

global row1e4\_entry

global row1e5\_entry

row1e1 = StringVar()

row1e2 = StringVar()

row1e3 = StringVar()

row1e4 = StringVar()

row1e5 = StringVar()

row1e1\_entry = Entry(frame1, textvariable=row1e1, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row1e1\_entry.pack(side=LEFT, padx=5, pady=5)

row1e2\_entry = Entry(frame1, textvariable=row1e2, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row1e2\_entry.pack(side=LEFT, padx=5, pady=5)

row1e3\_entry = Entry(frame1, textvariable=row1e3, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row1e3\_entry.pack(side=LEFT, padx=5, pady=5)

row1e4\_entry = Entry(frame1, textvariable=row1e4, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row1e4\_entry.pack(side=LEFT, padx=5, pady=5)

row1e5\_entry = Entry(frame1, textvariable=row1e5, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row1e5\_entry.pack(side=LEFT)

# --- Starting Wordle Game UI for SECOND row. ---.

global row2e1

global row2e2

global row2e3

global row2e4

global row2e5

global row2e1\_entry

global row2e2\_entry

global row2e3\_entry

global row2e4\_entry

global row2e5\_entry

row2e1 = StringVar()

row2e2 = StringVar()

row2e3 = StringVar()

row2e4 = StringVar()

row2e5 = StringVar()

row2e1\_entry = Entry(frame2, textvariable=row2e1, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row2e1\_entry.pack(side=LEFT, padx=5, pady=5)

row2e2\_entry = Entry(frame2, textvariable=row2e2, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row2e2\_entry.pack(side=LEFT, padx=5, pady=5)

row2e3\_entry = Entry(frame2, textvariable=row2e3, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row2e3\_entry.pack(side=LEFT, padx=5, pady=5)

row2e4\_entry = Entry(frame2, textvariable=row2e4, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row2e4\_entry.pack(side=LEFT, padx=5, pady=5)

row2e5\_entry = Entry(frame2, textvariable=row2e5, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row2e5\_entry.pack(side=LEFT)

# --- Starting Wordle Game UI for THIRD row. ---.

global row3e1

global row3e2

global row3e3

global row3e4

global row3e5

global row3e1\_entry

global row3e2\_entry

global row3e3\_entry

global row3e4\_entry

global row3e5\_entry

row3e1 = StringVar()

row3e2 = StringVar()

row3e3 = StringVar()

row3e4 = StringVar()

row3e5 = StringVar()

row3e1\_entry = Entry(frame3, textvariable=row3e1, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row3e1\_entry.pack(side=LEFT, padx=5, pady=5)

row3e2\_entry = Entry(frame3, textvariable=row3e2, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row3e2\_entry.pack(side=LEFT, padx=5, pady=5)

row3e3\_entry = Entry(frame3, textvariable=row3e3, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row3e3\_entry.pack(side=LEFT, padx=5, pady=5)

row3e4\_entry = Entry(frame3, textvariable=row3e4, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row3e4\_entry.pack(side=LEFT, padx=5, pady=5)

row3e5\_entry = Entry(frame3, textvariable=row3e5, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row3e5\_entry.pack(side=LEFT)

# --- Starting Wordle Game UI for FORTH row. ---.

global row4e1

global row4e2

global row4e3

global row4e4

global row4e5

global row4e1\_entry

global row4e2\_entry

global row4e3\_entry

global row4e4\_entry

global row4e5\_entry

row4e1 = StringVar()

row4e2 = StringVar()

row4e3 = StringVar()

row4e4 = StringVar()

row4e5 = StringVar()

row4e1\_entry = Entry(frame4, textvariable=row4e1, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row4e1\_entry.pack(side=LEFT, padx=5, pady=5)

row4e2\_entry = Entry(frame4, textvariable=row4e2, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row4e2\_entry.pack(side=LEFT, padx=5, pady=5)

row4e3\_entry = Entry(frame4, textvariable=row4e3, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row4e3\_entry.pack(side=LEFT, padx=5, pady=5)

row4e4\_entry = Entry(frame4, textvariable=row4e4, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row4e4\_entry.pack(side=LEFT, padx=5, pady=5)

row4e5\_entry = Entry(frame4, textvariable=row4e5, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row4e5\_entry.pack(side=LEFT)

# --- Starting Wordle Game UI for FIFTH row. ---.

global row5e1

global row5e2

global row5e3

global row5e4

global row5e5

global row5e1\_entry

global row5e2\_entry

global row5e3\_entry

global row5e4\_entry

global row5e5\_entry

row5e1 = StringVar()

row5e2 = StringVar()

row5e3 = StringVar()

row5e4 = StringVar()

row5e5 = StringVar()

row5e1\_entry = Entry(frame5, textvariable=row5e1, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row5e1\_entry.pack(side=LEFT, padx=5, pady=5)

row5e2\_entry = Entry(frame5, textvariable=row5e2, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row5e2\_entry.pack(side=LEFT, padx=5, pady=5)

row5e3\_entry = Entry(frame5, textvariable=row5e3, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row5e3\_entry.pack(side=LEFT, padx=5, pady=5)

row5e4\_entry = Entry(frame5, textvariable=row5e4, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row5e4\_entry.pack(side=LEFT, padx=5, pady=5)

row5e5\_entry = Entry(frame5, textvariable=row5e5, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row5e5\_entry.pack(side=LEFT)

# --- Starting Wordle Game UI for SIXTH row. ---.

global row6e1

global row6e2

global row6e3

global row6e4

global row6e5

global row6e1\_entry

global row6e2\_entry

global row6e3\_entry

global row6e4\_entry

global row6e5\_entry

row6e1 = StringVar()

row6e2 = StringVar()

row6e3 = StringVar()

row6e4 = StringVar()

row6e5 = StringVar()

row6e1\_entry = Entry(frame6, textvariable=row6e1, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row6e1\_entry.pack(side=LEFT, padx=5, pady=5)

row6e2\_entry = Entry(frame6, textvariable=row6e2, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row6e2\_entry.pack(side=LEFT, padx=5, pady=5)

row6e3\_entry = Entry(frame6, textvariable=row6e3, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row6e3\_entry.pack(side=LEFT, padx=5, pady=5)

row6e4\_entry = Entry(frame6, textvariable=row6e4, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row6e4\_entry.pack(side=LEFT, padx=5, pady=5)

row6e5\_entry = Entry(frame6, textvariable=row6e5, width=2, font=(

'Geogia 20'), bg='black', fg='white', justify='center')

row6e5\_entry.pack(side=LEFT)

# Answer submission button...

# This line is to add style to button texts.

buttonFont = font.Font(size=12, weight='bold')

submitButton = Button(bottomframe, text="Submit", font="buttonFont",

width=10, height=1, bg="blue", fg="magenta")

submitButton.pack(pady=20)

submitButton.config(command=UserAttemptClass.fnCheckAttemptNo)

wordle\_screen.mainloop()

# -------- Function to check which attempt this is ----

class UserAttemptClass(GameMainClass):

def fnCheckAttemptNo():

obj1 = GameMainClass()

# Using global variables to access in this function.

global tmpLabel

global tempCount

global wordle\_screen

global nextlevelframe

global tmpLabel

# End

# Checking attempt and then to check the user answer with final answer.

print(f"Attempt# = {tempCount}")

# --- For First attempt ----

if tempCount == 1:

row1e1\_info = row1e1\_entry.get()

row1e2\_info = row1e2\_entry.get()

row1e3\_info = row1e3\_entry.get()

row1e4\_info = row1e4\_entry.get()

row1e5\_info = row1e5\_entry.get()

row1e1\_entry.config(state="disabled")

row1e2\_entry.config(state="disabled")

row1e3\_entry.config(state="disabled")

row1e4\_entry.config(state="disabled")

row1e5\_entry.config(state="disabled")

tmpAnswer = row1e1\_info + row1e2\_info + row1e3\_info + row1e4\_info + row1e5\_info

print(f"User's answer = {tmpAnswer}")

greenList, yellowList, greyList = WordleClass.fnStoreUserInputList(

tmpAnswer)

print(greenList)

print(yellowList)

print(greyList)

# If we write loop like this, i becomes value rather than position.

for i in greenList:

if i == 1:

row1e1\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 2:

row1e2\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 3:

row1e3\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 4:

row1e4\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 5:

row1e5\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

for i in yellowList:

if i == 1:

row1e1\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 2:

row1e2\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 3:

row1e3\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 4:

row1e4\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 5:

row1e5\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

for i in greyList:

if i == 1:

row1e1\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 2:

row1e2\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 3:

row1e3\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 4:

row1e4\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 5:

row1e5\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

# Checking if answer is correct or not.

if len(greenList) == 5:

submitButton.destroy()

tmpLabelcorrect = Label(

wordle\_screen, text="Congratulations! Your Answer is CORRECT.", fg="green", font=("calibri", 11))

tmpLabelcorrect.pack()

# Answer submission button...

# This line is to add style to button texts.

buttonFont = font.Font(size=12, weight='bold')

btnNextLevel = Button(wordle\_screen, text="Next Level", font="buttonFont",

width=10, height=1, bg="dark green", fg="magenta")

btnNextLevel.place(relx=0.0, rely=1.0, anchor='sw')

btnNextLevel.pack()

btnNextLevel.config(command=UserAttemptClass.fnNextLevel)

else:

tmpLabel = Label(

wordle\_screen, text="Incorrect Answer. Try Again.", fg="green", font=("calibri", 11))

tmpLabel.pack()

tempCount += 1

# --- For second attempt ----

elif tempCount == 2:

row2e1\_info = row2e1\_entry.get()

row2e2\_info = row2e2\_entry.get()

row2e3\_info = row2e3\_entry.get()

row2e4\_info = row2e4\_entry.get()

row2e5\_info = row2e5\_entry.get()

row2e1\_entry.config(state="disabled")

row2e2\_entry.config(state="disabled")

row2e3\_entry.config(state="disabled")

row2e4\_entry.config(state="disabled")

row2e5\_entry.config(state="disabled")

tmpAnswer = row2e1\_info + row2e2\_info + row2e3\_info + row2e4\_info + row2e5\_info

print(f"User's answer = {tmpAnswer}")

greenList, yellowList, greyList = WordleClass.fnStoreUserInputList(

tmpAnswer)

print(greenList)

print(yellowList)

print(greyList)

for i in greenList:

if i == 1:

row2e1\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 2:

row2e2\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 3:

row2e3\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 4:

row2e4\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 5:

row2e5\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

for i in yellowList:

if i == 1:

row2e1\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 2:

row2e2\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 3:

row2e3\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 4:

row2e4\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 5:

row2e5\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

for i in greyList:

if i == 1:

row2e1\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 2:

row2e2\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 3:

row2e3\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 4:

row2e4\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 5:

row2e5\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

# Checking if answer is correct or not.

tmpLabel.destroy()

if len(greenList) == 5:

submitButton.destroy()

tmpLabelcorrect = Label(

wordle\_screen, text="Congratulations! Your Answer is CORRECT.", fg="green", font=("calibri", 11))

tmpLabelcorrect.pack()

# Answer submission button...

# This line is to add style to button texts.

buttonFont = font.Font(size=12, weight='bold')

btnNextLevel = Button(wordle\_screen, text="Next Level", font="buttonFont",

width=10, height=1, bg="dark green", fg="magenta")

btnNextLevel.place(relx=0.0, rely=1.0, anchor='sw')

btnNextLevel.pack()

btnNextLevel.config(command=UserAttemptClass.fnNextLevel)

else:

tmpLabel.destroy()

tmpLabel = Label(

wordle\_screen, text="Incorrect Answer. Try Again.", fg="green", font=("calibri", 11))

tmpLabel.pack()

tempCount += 1

# ----- For third attempt ------

elif tempCount == 3:

row3e1\_info = row3e1\_entry.get()

row3e2\_info = row3e2\_entry.get()

row3e3\_info = row3e3\_entry.get()

row3e4\_info = row3e4\_entry.get()

row3e5\_info = row3e5\_entry.get()

row3e1\_entry.config(state="disabled")

row3e2\_entry.config(state="disabled")

row3e3\_entry.config(state="disabled")

row3e4\_entry.config(state="disabled")

row3e5\_entry.config(state="disabled")

tmpAnswer = row3e1\_info + row3e2\_info + row3e3\_info + row3e4\_info + row3e5\_info

print(f"User's answer = {tmpAnswer}")

greenList, yellowList, greyList = WordleClass.fnStoreUserInputList(

tmpAnswer)

print(greenList)

print(yellowList)

print(greyList)

for i in greenList:

if i == 1:

row3e1\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 2:

row3e2\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 3:

row3e3\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 4:

row3e4\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 5:

row3e5\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

for i in yellowList:

if i == 1:

row3e1\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 2:

row3e2\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 3:

row3e3\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 4:

row3e4\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 5:

row3e5\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

for i in greyList:

if i == 1:

row3e1\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 2:

row3e2\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 3:

row3e3\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 4:

row3e4\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 5:

row3e5\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

# Checking if answer is correct or not.

tmpLabel.destroy()

if len(greenList) == 5:

submitButton.destroy()

tmpLabelcorrect = Label(

wordle\_screen, text="Congratulations! Your Answer is CORRECT.", fg="green", font=("calibri", 11))

tmpLabelcorrect.pack()

# Answer submission button...

# This line is to add style to button texts.

buttonFont = font.Font(size=12, weight='bold')

btnNextLevel = Button(wordle\_screen, text="Next Level", font="buttonFont",

width=10, height=1, bg="dark green", fg="magenta")

btnNextLevel.place(relx=0.0, rely=1.0, anchor='sw')

btnNextLevel.pack()

btnNextLevel.config(command=UserAttemptClass.fnNextLevel)

else:

tmpLabel.destroy()

tmpLabel = Label(

wordle\_screen, text="Incorrect Answer. Try Again.", fg="green", font=("calibri", 11))

tmpLabel.pack()

tempCount += 1

# Checking for FORTH attempt ----.

elif tempCount == 4:

row4e1\_info = row4e1\_entry.get()

row4e2\_info = row4e2\_entry.get()

row4e3\_info = row4e3\_entry.get()

row4e4\_info = row4e4\_entry.get()

row4e5\_info = row4e5\_entry.get()

row4e1\_entry.config(state="disabled")

row4e2\_entry.config(state="disabled")

row4e3\_entry.config(state="disabled")

row4e4\_entry.config(state="disabled")

row4e5\_entry.config(state="disabled")

tmpAnswer = row4e1\_info + row4e2\_info + row4e3\_info + row4e4\_info + row4e5\_info

print(f"User's answer = {tmpAnswer}")

greenList, yellowList, greyList = WordleClass.fnStoreUserInputList(

tmpAnswer)

print(greenList)

print(yellowList)

print(greyList)

for i in greenList:

if i == 1:

row4e1\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 2:

row4e2\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 3:

row4e3\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 4:

row4e4\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 5:

row4e5\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

for i in yellowList:

if i == 1:

row4e1\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 2:

row4e2\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 3:

row4e3\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 4:

row4e4\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 5:

row4e5\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

for i in greyList:

if i == 1:

row4e1\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 2:

row4e2\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 3:

row4e3\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 4:

row4e4\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 5:

row4e5\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

# Checking if answer is correct or not.

tmpLabel.destroy()

if len(greenList) == 5:

submitButton.destroy()

tmpLabelcorrect = Label(

wordle\_screen, text="Congratulations! Your Answer is CORRECT.", fg="green", font=("calibri", 11))

tmpLabelcorrect.pack()

# Answer submission button...

# This line is to add style to button texts.

buttonFont = font.Font(size=12, weight='bold')

btnNextLevel = Button(wordle\_screen, text="Next Level", font="buttonFont",

width=10, height=1, bg="dark green", fg="magenta")

btnNextLevel.place(relx=0.0, rely=1.0, anchor='sw')

btnNextLevel.pack()

btnNextLevel.config(command=UserAttemptClass.fnNextLevel)

else:

tmpLabel.destroy()

tmpLabel = Label(

wordle\_screen, text="Incorrect Answer. Try Again.", fg="green", font=("calibri", 11))

tmpLabel.pack()

tempCount += 1

# Checking for FIFTH attempt ----.

elif tempCount == 5:

row5e1\_info = row5e1\_entry.get()

row5e2\_info = row5e2\_entry.get()

row5e3\_info = row5e3\_entry.get()

row5e4\_info = row5e4\_entry.get()

row5e5\_info = row5e5\_entry.get()

row5e1\_entry.config(state="disabled")

row5e2\_entry.config(state="disabled")

row5e3\_entry.config(state="disabled")

row5e4\_entry.config(state="disabled")

row5e5\_entry.config(state="disabled")

tmpAnswer = row5e1\_info + row5e2\_info + row5e3\_info + row5e4\_info + row5e5\_info

print(f"User's answer = {tmpAnswer}")

greenList, yellowList, greyList = WordleClass.fnStoreUserInputList(

tmpAnswer)

print(greenList)

print(yellowList)

print(greyList)

for i in greenList:

if i == 1:

row5e1\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 2:

row5e2\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 3:

row5e3\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 4:

row5e4\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 5:

row5e5\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

for i in yellowList:

if i == 1:

row5e1\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 2:

row5e2\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 3:

row5e3\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 4:

row5e4\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 5:

row5e5\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

for i in greyList:

if i == 1:

row5e1\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 2:

row5e2\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 3:

row5e3\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 4:

row5e4\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 5:

row5e5\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

# Checking if answer is correct or not.

tmpLabel.destroy()

if len(greenList) == 5:

submitButton.destroy()

tmpLabelcorrect = Label(

wordle\_screen, text="Congratulations! Your Answer is CORRECT.", fg="green", font=("calibri", 11))

tmpLabelcorrect.pack()

# Answer submission button...

# This line is to add style to button texts.

buttonFont = font.Font(size=12, weight='bold')

btnNextLevel = Button(wordle\_screen, text="Next Level", font="buttonFont",

width=10, height=1, bg="dark green", fg="magenta")

btnNextLevel.place(relx=0.0, rely=1.0, anchor='sw')

btnNextLevel.pack()

btnNextLevel.config(command=UserAttemptClass.fnNextLevel)

else:

tmpLabel.destroy()

tmpLabel = Label(

wordle\_screen, text="Incorrect Answer. Try Again.", fg="green", font=("calibri", 11))

tmpLabel.pack()

tempCount += 1

# Checking for SIXTH attempt ----.

elif tempCount == 6:

row6e1\_info = row6e1\_entry.get()

row6e2\_info = row6e2\_entry.get()

row6e3\_info = row6e3\_entry.get()

row6e4\_info = row6e4\_entry.get()

row6e5\_info = row6e5\_entry.get()

row6e1\_entry.config(state="disabled")

row6e2\_entry.config(state="disabled")

row6e3\_entry.config(state="disabled")

row6e4\_entry.config(state="disabled")

row6e5\_entry.config(state="disabled")

tmpAnswer = row6e1\_info + row6e2\_info + row6e3\_info + row6e4\_info + row6e5\_info

print(f"User's answer = {tmpAnswer}")

greenList, yellowList, greyList = WordleClass.fnStoreUserInputList(

tmpAnswer)

print(greenList)

print(yellowList)

print(greyList)

for i in greenList:

if i == 1:

row6e1\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 2:

row6e2\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 3:

row6e3\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 4:

row6e4\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

if i == 5:

row6e5\_entry.configure(

disabledbackground="green", state="disabled", disabledforeground="black")

for i in yellowList:

if i == 1:

row6e1\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 2:

row6e2\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 3:

row6e3\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 4:

row6e4\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

if i == 5:

row6e5\_entry.configure(

disabledbackground="yellow", state="disabled", disabledforeground="black")

for i in greyList:

if i == 1:

row6e1\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 2:

row6e2\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 3:

row6e3\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 4:

row6e4\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

if i == 5:

row6e5\_entry.configure(

disabledbackground="grey", state="disabled", disabledforeground="black")

# Checking if answer is correct or not.

tmpLabel.destroy()

if len(greenList) == 5:

submitButton.destroy()

tmpLabelcorrect = Label(

wordle\_screen, text="Congratulations! Your Answer is CORRECT.", fg="green", font=("calibri", 11))

tmpLabelcorrect.pack()

# Answer submission button...

# This line is to add style to button texts.

buttonFont = font.Font(size=12, weight='bold')

btnNextLevel = Button(wordle\_screen, text="Next Level", font="buttonFont",

width=10, height=1, bg="dark green", fg="magenta")

btnNextLevel.place(relx=0.0, rely=1.0, anchor='sw')

btnNextLevel.pack()

btnNextLevel.config(command=UserAttemptClass.fnNextLevel)

else:

# Destroying previous label(because I can't print label six times. So destroying previous label and then overriding next label.)

submitButton.destroy()

tmpLabel.destroy()

tmpLabel = Label(

wordle\_screen, text="Incorrect Answer. You lose this game. No Attempts Remain.", fg="green", font=("calibri", 11))

tmpLabel.pack()

# Calling function to get correct answer.

finalWord = WordleClass.getCorrectAnswer()

# Printing correct answer.

Label(wordle\_screen, text="Correct Answer Is...",

fg="blue", font=("calibri", 15)).pack()

Label(wordle\_screen, text=finalWord,

fg="blue", font=("calibri", 15)).pack()

# Answer submission button...

# This line is to add style to button texts.

buttonFont = font.Font(size=12, weight='bold')

btnNextLevel = Button(wordle\_screen, text="Next Level", font="buttonFont",

width=10, height=1, bg="dark green", fg="magenta")

btnNextLevel.place(relx=0.0, rely=1.0, anchor='sw')

btnNextLevel.pack()

btnNextLevel.config(command=UserAttemptClass.fnNextLevel)

tempCount = 1

def fnNextLevel():

global wordle\_screen

wordle\_screen.destroy()

GameMainClass.wordle\_test()

# Calling main account function. Beginning Page.8

GameMainClass.main\_account\_screen()