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Stone, paper,scissor game using python Tkinter

AIM:

To develop a simple multimedia application that integrates:

- GUI elements.
- Interactive buttons
- Visual feedback.

Procedure:

- Create Tkinter window and layout.
- Add buttons for Stone, Paper, Scissors.
- Write game logic to compare choices.
- Display result on the GUI.

Program:

```
import tkinter as tk
import random
# Game Logic
def play(user_choice):
 choices = ["Stone", "Paper", "Scissor"]
 computer_choice = random.choice(choices)
 result_text = f"Your choice: {user_choice}\nComputer choice: {computer_choice}\n\n
```

```python
    if user_choice == computer_choice:
        result_text += "Result: It's a Tie!"
    elif (user_choice == "Stone" and computer_choice == "Scissor") or \
         (user_choice == "Paper" and computer_choice == "Stone") or \
         (user_choice == "Scissor" and computer_choice == "Paper"):
        result_text += "Result: You Win!"
    else:
        result_text += "Result: You Lose!"

    result_label.config(text=result_text)

# Main Window
root = tk.Tk()
root.title("Stone Paper Scissor Game")
root.geometry("350x400")
root.config(bg="#ececec")

title = tk.Label(root, text="Stone - Paper - Scissor", font=("Arial", 18, "bold"), bg="#ececec")
title.pack(pady=20)

# Buttons
btn_frame = tk.Frame(root, bg="#ececec")
btn_frame.pack(pady=10)

stone_btn = tk.Button(btn_frame, text="Stone", width=12, height=2, font=("Arial", 12),
                command=lambda: play("Stone"))
stone_btn.grid(row=0, column=0, padx=5)

paper_btn = tk.Button(btn_frame, text="Paper", width=12, height=2, font=("Arial", 12),
                command=lambda: play("Paper"))
paper_btn.grid(row=0, column=1, padx=5)

scissor_btn = tk.Button(btn_frame, text="Scissor", width=12, height=2, font=("Arial", 12),
                command=lambda: play("Scissor"))
scissor_btn.grid(row=0, column=2, padx=5)
```
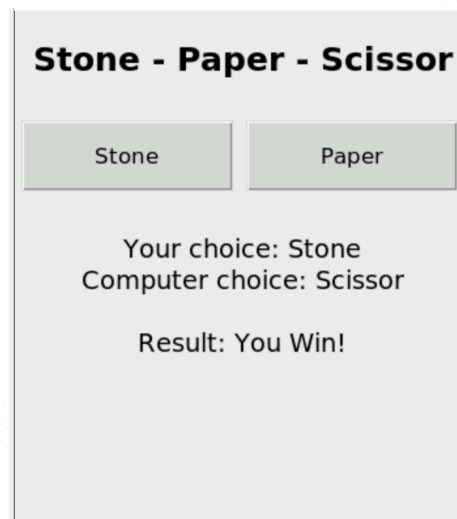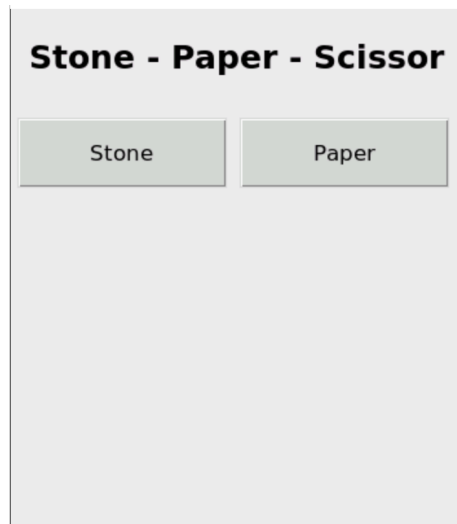
```
# Result Label
result_label = tk.Label(root, text="", font=("Arial", 14), bg="#ececec")
result_label.pack(pady=20)
root.mainloop()
```

Stone - Paper - Scissor

| Stone | Paper |

Stone - Paper - Scissor

| Stone | Paper |

Your choice: Stone
Computer choice: Scissor

Result: You Win!

Result:

Thus, the program displays whether you win, lose, or draw against the computer.