# code written by Shrey Deshmukh

# please install keyboard module and pynput module

import random

from sys import exit

import sys

import os

import keyboard

from pynput.keyboard import Key, Listener

import msvcrt

def printFinal(pos):

global X

randomlist=[]

for i in range(0,N):

randomlist.append('-')

for i in reversed(range(3)):

randomlist[pos[i]] = X[i]

final\_str = ""

for ele in randomlist:

final\_str = final\_str + str(ele)

final\_str = "\r"+final\_str

sys.stdout.write(final\_str)

# keys are defined here

def show(key):

global X

if key == Key.delete:

return False

if str(key) == "\'d\'":

if pos[2] == pos[0] +1:

pass

elif pos[1] == pos[0] +1 and X[0] == 'r':

pass

elif pos[2] == pos[1]+1:

pos[0]=pos[0]+3

else:

pos[0] = pos[0] + 1

printFinal(pos)

elif str(key) == "\'a\'":

if pos[2] == pos[0] - 1:

pass

elif pos[1] == pos[0] - 1 and X[0] == 'r':

pass

elif pos[2] == pos[1]-1:

pos[0]=pos[0]-3

else:

pos[0] = pos[0] - 1

printFinal(pos)

elif str(key) == "\'j\'":

if pos[2] == pos[0] +1 :

pos[0] = pos[0] +2

elif pos[2] == pos[0] -1 :

pos[0] = pos[0] -2

printFinal(pos)

elif str(key) == "\'p\'":

if (pos[1] == pos[0] +1 or pos[1] == pos[0] -1):

X=['R','-','o']

if (pos[2] == pos[0]+1 or pos[2] == pos[0]-1):

if(X[0] == 'R'):

return False

printFinal(pos)

playAgain = True

while(playAgain):

print("WELCOME TO THIS GAME!!")

print("Rules:")

print("Press 'd' to move the rabbit right, 'a' to move the rabbit left")

print("Press 'j' to jump over the hole, 'p' to pickup and drop the carrot\n")

N = 50

X=['r','c','o']

# r- rabbit without carrot

# c- carrot

# o- hole

pos = random.sample(range(0,N),3)

printFinal(pos)

with Listener(on\_press = show) as listener:

listener.join()

while(True):

while msvcrt.kbhit():

msvcrt.getch()

c = input("\nDO YOU WANT TO PLAY AGAIN [Y/N]\n")

if(c == 'Y' or c == 'y'):

playAgain = True

break

elif(c == 'n' or c == 'N'):

playAgain = False

break

else:

print("Error: Enter only [y/n]")

print("THANK YOU FOR PLAYING!")