from tkinter import \*

from tkinter import messagebox

root = Tk()

root.title('Codemy.com - Tic-Tac-Toe')

root.iconbitmap('c:/gui/codemy.ico')

#root.geometry("1200x710")

# X starts so true

clicked = True

count = 0

# disable all the buttons

def disable\_all\_buttons():

b1.config(state=DISABLED)

b2.config(state=DISABLED)

b3.config(state=DISABLED)

b4.config(state=DISABLED)

b5.config(state=DISABLED)

b6.config(state=DISABLED)

b7.config(state=DISABLED)

b8.config(state=DISABLED)

b9.config(state=DISABLED)

# Check to see if someone won

def checkifwon():

global winner

winner = False

if b1["text"] == "X" and b2["text"] == "X" and b3["text"] == "X":

b1.config(bg="red")

b2.config(bg="red")

b3.config(bg="red")

winner = True

messagebox.showinfo("Tic Tac Toe", "CONGRATULATIONS! X Wins!!")

disable\_all\_buttons()

elif b4["text"] == "X" and b5["text"] == "X" and b6["text"] == "X":

b4.config(bg="red")

b5.config(bg="red")

b6.config(bg="red")

winner = True

messagebox.showinfo("Tic Tac Toe", "CONGRATULATIONS! X Wins!!")

disable\_all\_buttons()

elif b7["text"] == "X" and b8["text"] == "X" and b9["text"] == "X":

b7.config(bg="red")

b8.config(bg="red")

b9.config(bg="red")

winner = True

messagebox.showinfo("Tic Tac Toe", "CONGRATULATIONS! X Wins!!")

disable\_all\_buttons()

elif b1["text"] == "X" and b4["text"] == "X" and b7["text"] == "X":

b1.config(bg="red")

b4.config(bg="red")

b7.config(bg="red")

winner = True

messagebox.showinfo("Tic Tac Toe", "CONGRATULATIONS! X Wins!!")

disable\_all\_buttons()

elif b2["text"] == "X" and b5["text"] == "X" and b8["text"] == "X":

b2.config(bg="red")

b5.config(bg="red")

b8.config(bg="red")

winner = True

messagebox.showinfo("Tic Tac Toe", "CONGRATULATIONS! X Wins!!")

disable\_all\_buttons()

elif b3["text"] == "X" and b6["text"] == "X" and b9["text"] == "X":

b3.config(bg="red")

b6.config(bg="red")

b9.config(bg="red")

winner = True

messagebox.showinfo("Tic Tac Toe", "CONGRATULATIONS! X Wins!!")

disable\_all\_buttons()

elif b1["text"] == "X" and b5["text"] == "X" and b9["text"] == "X":

b1.config(bg="red")

b5.config(bg="red")

b9.config(bg="red")

winner = True

messagebox.showinfo("Tic Tac Toe", "CONGRATULATIONS! X Wins!!")

disable\_all\_buttons()

elif b3["text"] == "X" and b5["text"] == "X" and b7["text"] == "X":

b3.config(bg="red")

b5.config(bg="red")

b7.config(bg="red")

winner = True

messagebox.showinfo("Tic Tac Toe", "CONGRATULATIONS! X Wins!!")

disable\_all\_buttons()

#### CHECK FOR O's Win

elif b1["text"] == "O" and b2["text"] == "O" and b3["text"] == "O":

b1.config(bg="red")

b2.config(bg="red")

b3.config(bg="red")

winner = True

messagebox.showinfo("Tic Tac Toe", "CONGRATULATIONS! O Wins!!")

disable\_all\_buttons()

elif b4["text"] == "O" and b5["text"] == "O" and b6["text"] == "O":

b4.config(bg="red")

b5.config(bg="red")

b6.config(bg="red")

winner = True

messagebox.showinfo("Tic Tac Toe", "CONGRATULATIONS! O Wins!!")

disable\_all\_buttons()

elif b7["text"] == "O" and b8["text"] == "O" and b9["text"] == "O":

b7.config(bg="red")

b8.config(bg="red")

b9.config(bg="red")

winner = True

messagebox.showinfo("Tic Tac Toe", "CONGRATULATIONS! O Wins!!")

disable\_all\_buttons()

elif b1["text"] == "O" and b4["text"] == "O" and b7["text"] == "O":

b1.config(bg="red")

b4.config(bg="red")

b7.config(bg="red")

winner = True

messagebox.showinfo("Tic Tac Toe", "CONGRATULATIONS! O Wins!!")

disable\_all\_buttons()

elif b2["text"] == "O" and b5["text"] == "O" and b8["text"] == "O":

b2.config(bg="red")

b5.config(bg="red")

b8.config(bg="red")

winner = True

messagebox.showinfo("Tic Tac Toe", "CONGRATULATIONS! O Wins!!")

disable\_all\_buttons()

elif b3["text"] == "O" and b6["text"] == "O" and b9["text"] == "O":

b3.config(bg="red")

b6.config(bg="red")

b9.config(bg="red")

winner = True

messagebox.showinfo("Tic Tac Toe", "CONGRATULATIONS! O Wins!!")

disable\_all\_buttons()

elif b1["text"] == "O" and b5["text"] == "O" and b9["text"] == "O":

b1.config(bg="red")

b5.config(bg="red")

b9.config(bg="red")

winner = True

messagebox.showinfo("Tic Tac Toe", "CONGRATULATIONS! O Wins!!")

disable\_all\_buttons()

elif b3["text"] == "O" and b5["text"] == "O" and b7["text"] == "O":

b3.config(bg="red")

b5.config(bg="red")

b7.config(bg="red")

winner = True

messagebox.showinfo("Tic Tac Toe", "CONGRATULATIONS! O Wins!!")

disable\_all\_buttons()

# Check if tie

if count == 9 and winner == False:

messagebox.showinfo("Tic Tac Toe", "It's A Tie!\n No One Wins!")

disable\_all\_buttons()

# Button clicked function

def b\_click(b):

global clicked, count

if b["text"] == " " and clicked == True:

b["text"] = "X"

clicked = False

count += 1

checkifwon()

elif b["text"] == " " and clicked == False:

b["text"] = "O"

clicked = True

count += 1

checkifwon()

else:

messagebox.showerror("Tic Tac Toe", "Hey! That box has already been selected\nPick Another Box..." )

# Start the game over!

def reset():

global b1, b2, b3, b4, b5, b6, b7, b8, b9

global clicked, count

clicked = True

count = 0

# Build our buttons

b1 = Button(root, text=" ", font=("Helvetica", 20), height=3, width=6, bg="SystemButtonFace", command=lambda: b\_click(b1))

b2 = Button(root, text=" ", font=("Helvetica", 20), height=3, width=6, bg="SystemButtonFace", command=lambda: b\_click(b2))

b3 = Button(root, text=" ", font=("Helvetica", 20), height=3, width=6, bg="SystemButtonFace", command=lambda: b\_click(b3))

b4 = Button(root, text=" ", font=("Helvetica", 20), height=3, width=6, bg="SystemButtonFace", command=lambda: b\_click(b4))

b5 = Button(root, text=" ", font=("Helvetica", 20), height=3, width=6, bg="SystemButtonFace", command=lambda: b\_click(b5))

b6 = Button(root, text=" ", font=("Helvetica", 20), height=3, width=6, bg="SystemButtonFace", command=lambda: b\_click(b6))

b7 = Button(root, text=" ", font=("Helvetica", 20), height=3, width=6, bg="SystemButtonFace", command=lambda: b\_click(b7))

b8 = Button(root, text=" ", font=("Helvetica", 20), height=3, width=6, bg="SystemButtonFace", command=lambda: b\_click(b8))

b9 = Button(root, text=" ", font=("Helvetica", 20), height=3, width=6, bg="SystemButtonFace", command=lambda: b\_click(b9))

# Grid our buttons to the screen

b1.grid(row=0, column=0)

b2.grid(row=0, column=1)

b3.grid(row=0, column=2)

b4.grid(row=1, column=0)

b5.grid(row=1, column=1)

b6.grid(row=1, column=2)

b7.grid(row=2, column=0)

b8.grid(row=2, column=1)

b9.grid(row=2, column=2)

# Create menue

my\_menu = Menu(root)

root.config(menu=my\_menu)

# Create Options Menu

options\_menu = Menu(my\_menu, tearoff=False)

my\_menu.add\_cascade(label="Options", menu=options\_menu)

options\_menu.add\_command(label="Rest Game", command=reset)

reset()

root.mainloop()