1. Title of the project:

Rock paper scissors using tkinter

2. Description of the project – One paragraph:

It is a hand game usually played between two people. In this game shapes are rock(closed fist),paper(flat hand) and scissor (index and middle fingers are extended),and user gets the first chance to pick the option among rock, paper and scissor,after that computer selects one at random and then the winner is decided as per the rules:-

In case of

- rock versus paper -paper wins,
- rock versus scissor -rock wins&
- paper versus scissor - scissor wins and it's visa versa.

The final outcome could be any of the following:

1) A win as per the rules mentioned above

2)or a loss.

3).or a tie if both the user and the computer opt the same.

Rock, paper and scissor method is also used in case of pair choosing between two people, similar to coin flipping.

3. Inputs and expected outputs:

1)if users input is rock and computers input is rock then the output is: tie

2)if users input is rock and computers input is paper then the output is: computer wins

3)if users input is rock and computers input is scissor then the output is: user wins

4)if users input is paper and computers input is paper then the output is: tie

5)if users input is paper and computers input is scissor then the output is: computer wins

6)if users input is paper and computers input is rock then the output is: user wins

7)if users input is scissor and computers input is scissor then the output is: tie

8)if users input is scissor and computers input is rock then the output is: computer wins

9)if users input is scissor and computers input is paper then the output is: user wins

4. Is GUI included? If yes, description of the components on GUI:

yes, we have included GUI (tkinter).

description of the components on GUI that we are using in our program are:

1)Button : To add a button in your application, this widget is used.

 The general syntax is:

w=Button(Root, option=value)

Root is the parameter used to represent the parent window.

Below given options are the some parameters used to change the format of buttons:

- bg: to set he normal background color.
- width: to set the width of the button.
- height: to set the height of the button.

2)Label : It refers to the display box where you can put any text or image

The general syntax is:

w=Label(Root,option=value)

Below given options are the some parameters used to change the format of Label:

bg: to set he normal background color.

width: to set the width of the button.

height: to set the height of the button.

3)Combobox :

Combobox is a combination of Listbox and an entry field. It is one of the Tkinter widgets where it contains a down arrow to select from a list of options.

The general syntax is:

combobox = ttk.Combobox(Root, option=value, ...)

Below given options are the some parameters used to change the format of Label:

1)text : it is used to add text

2)font : it is used to add new fonts

5. Team details (Student name, SRN):

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6. Guide Name, Signature: