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import random
from tkinter import *
window = Tk()
window.geometry("400x300")
window.title("Rock Paper Scissors Game")
USER_SCORE = 0
COMP_SCORE = 0
USER_CHOICE = ""
COMP_CHOICE = ""

def choice_to_number(choice):
    rps = {'rock':0, 'paper':1, 'scissor':2}
    return rps[choice]

def number_to_choice(number):
    rps = {0:'rock', 1:'paper', 2:'scissor'}
    return rps[number]

def random_computer_choice():
    return random.choice(['rock', 'paper', 'scissor'])

def result(human_choice, comp_choice):
    global USER_SCORE
    global COMP_SCORE
    user_choice_to_number(human_choice)
    comp_choice_to_number(comp_choice)
    if (user-comp)>1:
        print("You win")
        USER_SCORE+=1
    elif (user-comp)<1:
        print("You lose")
        COMP_SCORE+=1
    else:
        print("Comp wins")
        COMP_SCORE+=1

def play():
    text_area = Text(window,height=10,width=30,bg="white")
    text_area.grid(column=0,row=4)
    answer = "Your Choice: {} and Computer's Choice: {} ({} in Your Score : {} in Computer Score : {})".format(human_choice, comp_choice, USER_SCORE, COMP_SCORE)
    text_area.insert(END,answer)

def rock():
    global USER_CHOICE
    global COMP_CHOICE
    USER_CHOICE="rock"
    COMP_CHOICE=random_computer_choice()
    result(USER_CHOICE,COMP_CHOICE)

def paper():
    global USER_CHOICE
    global COMP_CHOICE
    USER_CHOICE="paper"
    COMP_CHOICE=random_computer_choice()
    result(USER_CHOICE,COMP_CHOICE)

def scissor():
    global USER_CHOICE
    global COMP_CHOICE
    USER_CHOICE="scissor"
    COMP_CHOICE=random_computer_choice()
    result(USER_CHOICE,COMP_CHOICE)

button1 = Button(window, text="Rock", bg="white", command=rock)
button1.grid(column=0,row=1)
button2 = Button(window, text="Paper", bg="white", command=paper)
button2.grid(column=1,row=1)
button3 = Button(window, text="Scissor", bg="white", command=scissor)
button3.grid(column=2,row=1)

label = Label(window, text="Enter Your Name")
label.grid(column=0,row=2)
e1 = Entry(window)
e1.grid(column=0,row=3)

var1 = IntVar()
Checkbutton(window, text="male", variable=var1).grid(column=1,row=2)
var2 = IntVar()
Checkbutton(window, text="female", variable=var2).grid(column=2,row=2)

whatever_you_do = "Thankyou"
msg = Message(window, text=whatever_you_do)
msg.config(bg="lightblue", font="times", font_size=12)
msg.grid(column=0,row=4)

window.mainloop()

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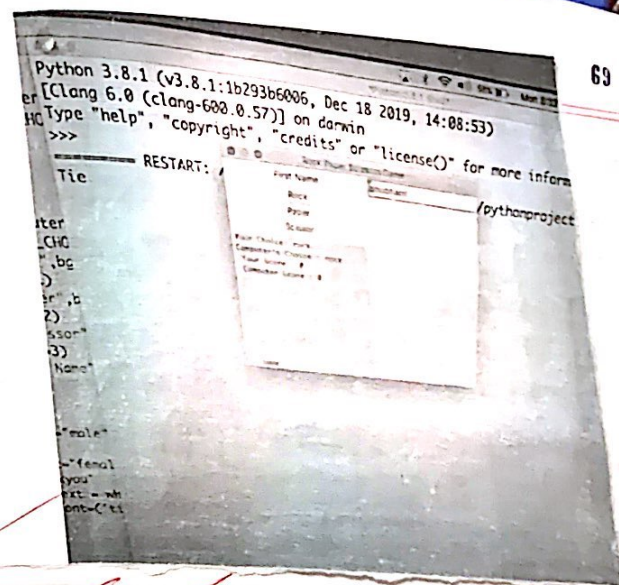
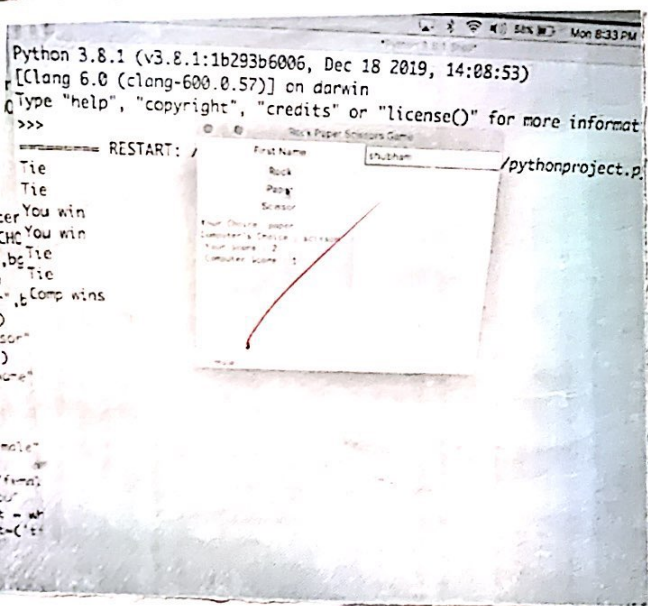
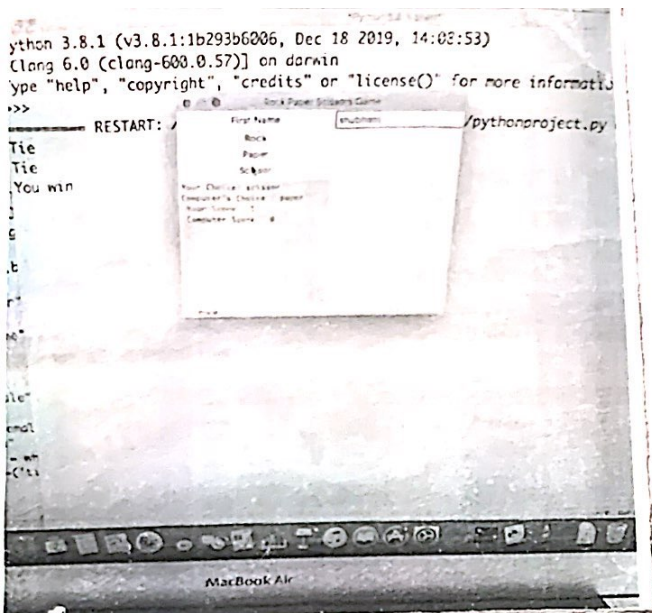
print("111")
elif((user-comp)>1):
    print("You win")
    USER_SCORE+=1
else:
    print("Comp wins")
    COMP_SCORE+=1
text_area = Text(window,height=10,width=30,bg="white")
text_area.grid(column=0,row=4)
answer = "Your Choice: {} and Computer's Choice: {} ({} in Your Score : {} in Computer Score : {})".format(human_choice, comp_choice, USER_SCORE, COMP_SCORE)
text_area.insert(END,answer)
def rock():
    global USER_CHOICE
    global COMP_CHOICE
    USER_CHOICE="rock"
    COMP_CHOICE=random_computer_choice()
    result(USER_CHOICE,COMP_CHOICE)
def paper():
    global USER_CHOICE
    global COMP_CHOICE
    USER_CHOICE="paper"
    COMP_CHOICE=random_computer_choice()
    result(USER_CHOICE,COMP_CHOICE)
def scissor():
    global USER_CHOICE
    global COMP_CHOICE
    USER_CHOICE="scissor"
    COMP_CHOICE=random_computer_choice()
    result(USER_CHOICE,COMP_CHOICE)
button1 = Button(window, text="Rock", bg="white", command=rock)
button1.grid(column=0,row=1)
button2 = Button(window, text="Paper", bg="white", command=paper)
button2.grid(column=1,row=1)
button3 = Button(window, text="Scissor", bg="white", command=scissor)
button3.grid(column=2,row=1)
label = Label(window, text="Enter Your Name")
label.grid(column=0,row=2)
e1 = Entry(window)
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Checkbutton(window, text="male", variable=var1).grid(column=1,row=2)
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whatever_you_do = "Thankyou"
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msg.grid(column=0,row=4)
window.mainloop()

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USER_CHOICE=""
COMP_CHOICE=""
result=""
def scissor():
    global USER_CHOICE
    global COMP_CHOICE
    USER_CHOICE="scissor"
    COMP_CHOICE=random_computer_choice()
    result=""
    button1 = Button(window, text="Rock", bg="white", command=rock)
    button1.grid(column=0,row=1)
    button2 = Button(window, text="Paper", bg="white", command=paper)
    button2.grid(column=1,row=1)
    button3 = Button(window, text="Scissor", bg="white", command=scissor)
    button3.grid(column=2,row=1)
    label = Label(window, text="Enter Your Name")
    label.grid(column=0,row=2)
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