import pygame

import random

import time

pygame.init()

background = (167, 129, 255)

window = pygame.display.set\_mode((500, 500))

window.fill((110, 105, 255))

card = pygame.Rect(70,120,80,120)

pygame.draw.rect(window, (255, 255, 0), card)

blue = (110, 105, 255)

yellow = (255, 249, 58)

red = (255, 58, 58)

green = (8, 255, 0)

dark\_blue = (6, 0, 181)

black = (0, 0, 0)

light\_red = (255, 85, 85)

light\_green = (137, 255, 85)

clock = pygame.time.Clock()

class Area:

def \_\_init\_\_(self, x, y, width, height, color):

self.rect = pygame.Rect(x, y, width, height)

self.color = color

def draw\_rect(self):

pygame.draw.rect(window, self.color, self.rect)

def draw\_frame(self, frame\_color, thickness):

pygame.draw.rect(window, frame\_color, self.rect, thickness)

def collidepoint(self, x, y):

return self.rect.collidepoint(x, y)

class Label(Area):

def set\_text(self, text, size, color):

self.image = pygame.font.SysFont('verdana', size).render(text, True, color)

def draw\_label(self, shift\_x, shift\_y):

self.draw\_rect()

window.blit(self.image,(self.rect.x + shift\_x, self.rect.y + shift\_y))

# card objects

cards = []

num\_cards = 4

x = 70

for i in range(num\_cards):

card = Label(x, 120, 80, 120, yellow)

card.draw\_frame(dark\_blue, 5)

card.set\_text('Click', 30, black)

cards.append(card)

x += 110

points = 0

counter\_text = Label(20, 20, 80, 30, blue)

counter\_text.set\_text('Рахуннок:', 30, red)

counter\_text.draw\_label(0, 0)

counter\_num = Label(400, 20, 50, 50, blue)

counter\_num.set\_text(str(points), 20, red)

counter\_num.draw\_label(0, 0)

time\_text = Label(400, 20, 50, 50, blue)

time\_text.set\_text('Час:', 30, red)

time\_text.draw\_label(0, 0)

timer = Label(420, 45, 50, 40, blue)

timer.set\_text('0', 20, red)

timer.draw\_label(0, 0)

start\_time = time.time()

current\_time = start\_time

wait = 0

play = True

while play:

if wait == 0:

wait = 20

click = random.randint(0, len(cards)-1)

for i in range(num\_cards):

cards[i].color = yellow

if i == click:

cards[i].draw\_label(15, 50)

else:

cards[i].draw\_rect()

else:

wait -= 1

for event in pygame.event.get():

if event.type == pygame.MOUSEBUTTONDOWN and event.button == 1:

x, y = event.pos

for i in range(num\_cards):

if cards[i].collidepoint(x, y):

if i == click:

cards[i].color = green

points += 1

else:

cards[i].color = red

points -= 1

counter\_num.set\_text(str(points), 20, red)

counter\_num.draw\_label(0, 0)

cards[i].draw\_rect()

new\_time = time.time()

if new\_time - start\_time > 10:

win = Label(0, 0, 500, 500, light\_red)

win.set\_text("Час вийшов!!!", 60, blue)

win.draw\_label(110, 180)

break

if int(new\_time) - int(current\_time) == 1:

timer.set\_text(str(int(new\_time - start\_time)), 28, red)

timer.draw\_label(0, 0)

current\_time = new\_time

if points >= 5:

win = Label(0, 0, 500, 500, light\_green)

win.set\_text("Ти переміг!!!", 60, blue)

win.draw\_label(140, 180)

resul\_time = Label(90, 230, 250, 250, light\_green)

resul\_time.set\_text("Час проходження:" + str(int(new\_time - start\_time)) + "сек", 40, blue)

resul\_time.draw\_label(0, 0)

break

pygame.display.update()

clock.tick(40)

pygame.display.update()