M06 Project Introduction and Project Status Report II

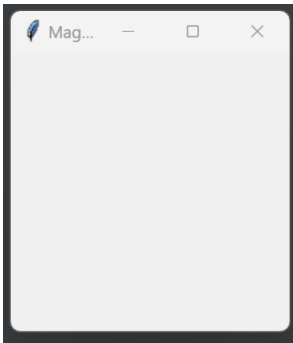By Anna Quigley   December 9, 2022

To do:

- ☑ ~~Window~~
- ☐ Size
- ☐ Resizable?
- ☐ scroll?
- ☑ ~~title: magic 8 ball?~~
- ☐ Grid?
- ☐ Color
  - ○ Buttons
- ☐ Text entry field
  - ○ entry = tk.Entry(
  - ○ fg="white", bg="black",
  - ○ width=100, height = 100)
  - ○ entry.insert(0, "Do you have a question?")
  - ○ entry.pack()

- ☐ Question fields
  - ○ Do you have a question?
  - ○ Do you have another question?
- ☐ Buttons
- ☑ ~~Filtering~~
  - ○ If… then…
  - ○ If play_again == "Yes"
    - ■ eight_ball()
- ☑ ~~Responses~~
- ☑ ~~Def functions:~~
  - ○ Filter questions to determine answer
- ☐ TEST PROGRAM

Problems to debug:

- ☐ Window opens, but nothing is in it (screenshot below)

- ☐ Idea: I think I'll make a "dummy" grid an a separate document to get the layout right, then I'll input my data into it. My functions do work when I remove the tkinter code. I need to work more on getting that part of the code right, as I have less practice with that.

Current code (giving me an empty window instead of working program):

```python
import tkinter as tk
import random


def get_answer():
    """Randomly selects a response from a list of potential answers to user's question."""
    random_num = random.randint(1, 5)
    if random_num == 1:
        answer = "Absolutely not."
    elif random_num == 2:
        answer = "Ask me again later."
    elif random_num == 3:
        answer = "Slip me some cookies (the digital chip kind) and then we'll talk..."
    elif random_num == 4:
        answer = "I need to sleep on it."
    else:
        answer = "It is most likely."
    return answer


def get_question():
    """Gets user's question or ends program."""
    question = input("Enter your question or hit ENTER to quit: ")
    if question == "ENTER":
        return
    else:
        get_answer()


# Set up the window
window = tk.Tk()
window.title("Magic 8 Ball")

# Create the entry frame
form_entry = tk.Frame(master=window)
entry_question = tk.Entry(master=form_entry, width=50)
label_question = tk.Label(master=form_entry)

# Layout the question Entry and Label
label_question.grid(row=0)  # Enter your question or hit ENTER to quit:
entry_question.grid(row=1)

# Set up buttons
button_play = tk.Button(master=window, text="PLAY", command=get_question)
button_play_again = tk.Button(
    master=window,
    text="Play again?",
    command=get_question)

window.mainloop()
```

Code without tkinter (does work, so I know I just need to troubleshoot the tkinter side of things.)

```python
import random


def get_answer():
    """Randomly selects a response from a list of potential answers to user's question."""
    random_num = random.randint(1, 5)
    if random_num == 1:
```

```python
        answer = "Absolutely not."
    elif random_num == 2:
        answer = "Ask me again later."
    elif random_num == 3:
        answer = "Slip me some cookies (the digital chip kind) and then we'll talk..."
    elif random_num == 4:
        answer = "I need to sleep on it."
    else:
        answer = "It is most likely."
    print(answer)
    print(get_question())


def get_question():
    """Gets user's question or ends program."""
    question = input("Enter your question or hit ENTER to quit: ")
    if question == "ENTER":
        return
    else:
        get_answer()


# replace with a play game button
play_game = input("Do you want to play a game? n for no or any other key for yes: ")
if play_game != "n":
    get_question()
```