from tkinter import\*

from PIL import ImageTk, Image

from tkinter import messagebox

top=Tk()

e1=StringVar()

e2=StringVar()

e3=StringVar()

e4=StringVar()

e5=StringVar()

top.geometry("900x600")

chances=0

correct=0

pic\_arr=['dog.png','jam.png','cat.png','bat.png','pan.png','van.png','book.png','kite.png','room.png','java.png','BOMB.png']

img = Image.open(pic\_arr[chances])

img = img.resize((200, 200), Image.ANTIALIAS)

img= ImageTk.PhotoImage(img)

panel = Label(top, image = img)

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

def next():

check2()

global chances

global guess

chances=chances+1

guess=3

if chances>=6:

reset2()

else:

reset()

img = Image.open(pic\_arr[chances])

img = img.resize((200, 200), Image.ANTIALIAS)

imgnew= ImageTk.PhotoImage(img)

panel.configure(image=imgnew)

panel.image=imgnew

def reset():

global count

count=1

e4.set(guess)

b1=Button(top,textvariable=e1,width=5,height=3,bg="white").grid(row=1,column=2)

e1.set(" ")

b2=Button(top,textvariable=e2,width=5,height=3,bg="white").grid(row=1,column=3)

e2.set(" ")

b3=Button(top,textvariable=e3,width=5,height=3,bg="white").grid(row=1,column=4)

e3.set(" ")

def reset2():

global count

count=1

e4.set(guess)

b1=Button(top,textvariable=e1,width=5,height=3,bg="white").grid(row=1,column=2)

e1.set(" ")

b2=Button(top,textvariable=e2,width=5,height=3,bg="white").grid(row=1,column=3)

e2.set(" ")

b3=Button(top,textvariable=e3,width=5,height=3,bg="white").grid(row=1,column=4)

e3.set(" ")

b4=Button(top,textvariable=e5,width=5,height=3,bg="white").grid(row=1,column=5)

e5.set(" ")

count=1

global a1,a2,a3,a4

def click(alphabet):

global count

global st

global a1,a2,a3,a4

if count==1:

e1.set(alphabet)

a1=alphabet

elif count==2:

e2.set(alphabet)

a2=alphabet

elif count==3:

e3.set(alphabet)

a3=alphabet

elif count==4:

e5.set(alphabet)

a4=alphabet

count=count+1

guess=3

def check():

global chances,correct

global a1,a2,a3,a4

global guess

import sqlite3

conn=sqlite3.connect('pic.db')

c=conn.cursor()

if chances<6:

for row in c.execute("SELECT \* FROM pics"):

if chances+1==row[0]:

if a1+a2+a3 == row[1]:

txt='right answer!!'

messagebox.showinfo('congrats',txt)

correct=correct+1

next()

break

else:

guess=guess-1

txt='wrong answer!!\n Try again\nNumber of chances left : ' +str(guess)

messagebox.showinfo('Oops',txt)

if guess==0:

txt="You Lost the game.Hanged!!!!"

messagebox.showinfo('Oops',txt)

top.destroy()

reset()

else:

for row in c.execute("SELECT \* FROM pics"):

if chances+1==row[0]:

if a1+a2+a3+a4 == row[1]:

txt='right answer!!'

messagebox.showinfo('congrats',txt)

correct=correct+1

next()

break

else:

guess=guess-1

txt='wrong answer!!\n Try again\nNumber of chances left : ' +str(guess)

messagebox.showinfo('Oops',txt)

if guess==0:

txt="You Lost the game.Hanged!!!!"

messagebox.showinfo('Oops',txt)

top.destroy()

reset2()

def hint():

global chances

import sqlite3

conn=sqlite3.connect('pic.db')

c=conn.cursor()

for row in c.execute('select \* from pics'):

if row[0]==chances+1:

messagebox.showinfo("HINT",row[2])

def check2():

global correct

if correct==7:

messagebox.showinfo(" ","Congratulations!!!\nYou have won the game")

top.destroy()

ck=Button(top,text='check',width=20,command=check,anchor=S).grid(row=0,column=2)

nextB=Button(top,text='next',width=20,command=next,anchor=N)

nextB.grid(row=0,column=4)

reset()

w=Label(top,height=3).grid(row=2)

a=Button(top,text='A',width=10,command=lambda:click('A')).grid(row=3,column=0)

b=Button(top,text='B',width=10,command=lambda:click('B')).grid(row=3,column=1)

c=Button(top,text='C',width=10,command=lambda:click('C')).grid(row=3,column=2)

d=Button(top,text='D',width=10,command=lambda:click('D')).grid(row=3,column=3)

e=Button(top,text='E',width=10,command=lambda:click('E')).grid(row=3,column=4)

f=Button(top,text='F',width=10,command=lambda:click('F')).grid(row=3,column=5)

g=Button(top,text='G',width=10,command=lambda:click('G')).grid(row=4,column=0)

h=Button(top,text='H',width=10,command=lambda:click('H')).grid(row=4,column=1)

i=Button(top,text='I',width=10,command=lambda:click('I')).grid(row=4,column=2)

j=Button(top,text='J',width=10,command=lambda:click('J')).grid(row=4,column=3)

k=Button(top,text='K',width=10,command=lambda:click('K')).grid(row=4,column=4)

l=Button(top,text='L',width=10,command=lambda:click('L')).grid(row=4,column=5)

m=Button(top,text='M',width=10,command=lambda:click('M')).grid(row=5,column=0)

n=Button(top,text='N',width=10,command=lambda:click('N')).grid(row=5,column=1)

o=Button(top,text='O',width=10,command=lambda:click('O')).grid(row=5,column=2)

p=Button(top,text='P',width=10,command=lambda:click('P')).grid(row=5,column=3)

q=Button(top,text='Q',width=10,command=lambda:click('Q')).grid(row=5,column=4)

r=Button(top,text='R',width=10,command=lambda:click('R')).grid(row=5,column=5)

s=Button(top,text='S',width=10,command=lambda:click('S')).grid(row=6,column=0)

t=Button(top,text='T',width=10,command=lambda:click('T')).grid(row=6,column=1)

u=Button(top,text='U',width=10,command=lambda:click('U')).grid(row=6,column=2)

v=Button(top,text='V',width=10,command=lambda:click('V')).grid(row=6,column=3)

w=Button(top,text='W',width=10,command=lambda:click('W')).grid(row=6,column=4)

x=Button(top,text='X',width=10,command=lambda:click('X')).grid(row=6,column=5)

y=Button(top,text='y',width=10,command=lambda:click('Y')).grid(row=7,column=2)

z=Button(top,text='Z',width=10,command=lambda:click('Z')).grid(row=7,column=3)

w1=Label(top,height=3).grid(row=8)

last=Label(top,text="Guesses left : ").grid(row=9,column=2)

gs=Button(top,textvariable=e4,width=6,bg="white").grid(row=9,column=3)

w2=Label(top,height=3).grid(row=9)

hint=Button(top,text="Hint",width=20,command=hint).grid(row=10,column=3)

top.mainloop()

'''import sqlite3

conn=sqlite3.connect('pic.db')

c=conn.cursor()

#c.execute("alter table pics add hints text")

#c.execute("update pics set hints='explosive weapon' where id=11")

#c.execute("create table pics(id number,value text)")

#c.execute("insert into pics values('11','BOMB',' ')")

#conn.commit()

#conn.close()

for row in c.execute("select \* from pics"):

print(row)

'''