

Figure: Enter Caption

BVRIT HYDERABAD

college of engineering for women

TEAM NUMBER-13

DEPARTMENT:- IT-A **XO PUZZLE**

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PROBLEM STATEMENT

- Develop a program to identify holes on the checkerboard and determine the count of white squares within each hole.
- The example checkerboard contains 8 holes.
- Upon execution, the program should display the number of holes
- Each hole's characteristics should be printed, including the number of white squares within each hole.
- The hole sizes may appear in any order and do not need to be sorted by the count of squares.

MODULES

tkinter

random

pillow

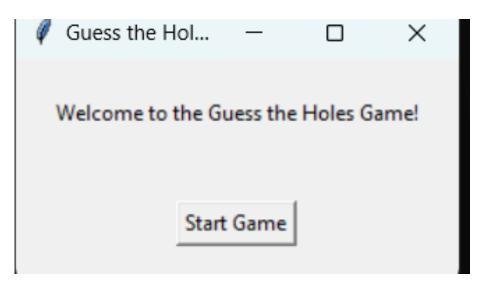
MODULES EXPLANATION

- Now, let's see where each module is being used:
- **tkinter:** This is the main module used for creating the graphical user interface (GUI) components and managing the interaction with the user. It provides functions and classes for creating windows, labels, buttons, canvases, and other GUI elements.
- random This module is used for generating random numbers and randomizing elements. In your script, it's used to create a random checkerboard configuration and to generate random colors.
- main(): Creates the main application window (root) and sets up buttons, labels, and background images.
- on button click(): Creates a new window (new root) for the login screen.
- pillow():Pillow is a popular Python Imaging Library (PIL) fork that provides a wide range of image processing capabilities. Pillow is commonly used for tasks such as opening, editing, and saving image files in different formats.

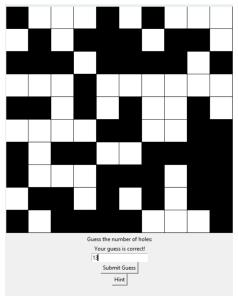
CONTRIBUTION

ROLL.NO	CONTRIBUTION
22WH1A1261	Main game and logic setup
22WH1A1262	Introduction page and start button.
22WH1A1263	User interaction and GUI setup.
22WH1A1264	Main game window setup.
22WH1A1265	Hole filling congratulation setup.

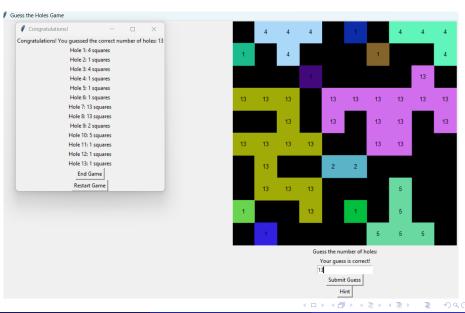
EXECUTION OF CODE



EXECUTION OF CODE



EXECUTION OF CODE





Thank You!