import simplegui

import random

width = 800

height = 100

def new\_game():

global number\_list, card, turns, pairs, state, expose

state = 0

turns = 0

label.set\_text("Turns = "+str(turns))

pairs = 8

label\_p.set\_text("Remaining "+str(pairs)+" pairs.")

card = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]

number\_list = [0, 1, 2, 3, 4, 5, 6, 7, 0, 1, 2, 3, 4, 5, 6, 7]

random.shuffle(number\_list)

expose = []

def mouseclick(pos):

global number\_list, card, turns, pairs, state, card1, card2, expose

clicked\_index = pos[0] // 50

if pairs == 0 :

new\_game()

print "111"

if state == 0:

card[clicked\_index] = 1

card1 = [number\_list[clicked\_index], clicked\_index]

state = 1

elif state == 1:

card[clicked\_index] = 1

card2 = [number\_list[clicked\_index], clicked\_index]

if card2[1] == card1[1] or (clicked\_index in expose):

state = 1

else:

if card1[0] == card2[0]:

pairs = pairs - 1

label\_p.set\_text("Remaining "+str(pairs)+" pairs.")

state = 2

turns = turns + 1

label.set\_text("Turns = "+str(turns))

else:

if clicked\_index == card1[1] or clicked\_index == card2[1] or (clicked\_index in expose):

state = 2

else:

state = 1

if card1[0] == card2[0]:

expose.append(card1[1])

expose.append(card2[1])

print pairs

else:

card[card1[1]] = 0

card[card2[1]] = 0

card[clicked\_index] = 1

card1 = [number\_list[clicked\_index], clicked\_index]

def draw(canvas):

card\_width = width/len(number\_list)/2

for i in range(len(number\_list)):

canvas.draw\_text(str(number\_list[i]), (card\_width/2+i\*card\_width\*2, 2\*height/3), 50, 'white')

if card[i] == 0:

canvas.draw\_polygon([[(i+1)\*card\_width\*2 , 0], [(i+1)\*card\_width\*2 , height],

[(i+0.05)\*card\_width\*2, height], [(i+0.05)\*card\_width\*2, 0]],

1, "green","green")

frame = simplegui.create\_frame("Memory", width, height)

frame.add\_button("Reset", new\_game)

label = frame.add\_label("Turns = 0")

label\_p = frame.add\_label("Remaining 8 pairs.")

frame.set\_mouseclick\_handler(mouseclick)

frame.set\_draw\_handler(draw)

new\_game()

frame.start()