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OBJECT ORIENTED PROGRAMMING 2 PROJECT REPORT

I made Tombala game by using QT designer and Python. Firstly, I created design in QT designer as you can see in "Designer.ui". Then I convert it "Designer.py" and some properties of program has developed.

First of all, I create a lot of label in QT and then take them horizontally and vertically layout. Then some forms scheme has organized as player score table, picked number table, initialize and pick buttons and small screen at the bottom of the form. Secondly, in .py file PyQt5 and Random libraries are used for this game. In QT all view ready but I need to generate random numbers and fill the empty slots with them. I created "FillingEmptySlots ()" to fill the cards' empty slots with that function. Cards' slots are in the list 'self.labelslist', random numbers are in the list 'random_numbers' so program put these random numbers to the empty slots. Then, "NumberPick ()" has created to get new random number. These random numbers are different from previous one because of the fact that these are for picking number. We can say that, the program generate two different random numbers one of these for empty slots random numbers and the other one is for picking new number .Then, program compare them with cards' numbers. So that, the program can decide picking number is equal cards' number or no. In this function also, I controlled Cinkos and Tombalas situation in some for loops and print this situation to the screen.

As a result, I programmed playing tombala by using QT and Python and two significant functions.

Flow Chart is at the next page

```
                    Start

                      ↓

                Create Cards

                      ↓

                Create Buttons

                      ↓

           Create Indicators for Printing

                      ↓

    Generate Random Numbers for Cards' Empty Slots

                      ↓

  Generate Random Numbers for Picking from Tombala Pocket

                      ↓

              Is Picking Number
              Equal with Cards'          No
              Slots Number ?

                      ↓ Yes

         Make This Number "Bold" and add +1 RowCinko

                      ↓

    No            Is RowCinko
                    = 5 ?

                      ↓ Yes

              Print Player 1 or 2 Cinko

                      ↓

    No              Is All
                 RowCinkos =
                    5 ?

                      ↓ Yes

           Print Tombalas to The Screen

                      ↓

                    Exit
```