mport pygame

import time

import random

import tkinter as tk

from tkinter import \*

pygame.init()

white = (255, 255, 255)

yellow = (255, 255, 102)

black = (0, 0, 0)

red = (213, 50, 80)

green = (0, 255, 0)

blue = (50, 153, 213)

dis\_width = 600

dis\_height = 400

dis = pygame.display.set\_mode((dis\_width, dis\_height))

pygame.display.set\_caption('Snake Game by Hoang Tran')

clock = pygame.time.Clock()

snake\_block = 10

snake\_speed = 15

font\_style = pygame.font.SysFont("bahnschrift", 25)

score\_font = pygame.font.SysFont("comicsansms", 35)

*def* Your\_score(*score*):

value = score\_font.render("Your Score: " + str(*score*), True, yellow)

dis.blit(value, [0, 0])

*def* our\_snake(*snake\_block*, *snake\_list*):

for x in *snake\_list*:

pygame.draw.rect(dis, black, [x[0], x[1], *snake\_block*, *snake\_block*])

*def* message(*msg*, *color*):

mesg = font\_style.render(*msg*, True, *color*)

dis.blit(mesg, [dis\_width / 6, dis\_height / 3])

*def* gameLoop():

game\_over = False

game\_close = False

x1 = dis\_width / 2

y1 = dis\_height / 2

x1\_change = 0

y1\_change = 0

snake\_List = []

Length\_of\_snake = 1

foodx = round(random.randrange(0, dis\_width - snake\_block) / 10.0) \* 10.0

foody = round(random.randrange(0, dis\_height - snake\_block) / 10.0) \* 10.0

while not game\_over:

while game\_close == True:

dis.fill(blue)

message("You Lost! Press C-Play Again or Q-Quit", red)

Your\_score(Length\_of\_snake - 1)

pygame.display.update()

for event in pygame.event.get():

if event.type == pygame.KEYDOWN:

if event.key == pygame.K\_q:

game\_over = True

game\_close = False

if event.key == pygame.K\_c:

gameLoop()

for event in pygame.event.get():

if event.type == pygame.QUIT:

game\_over = True

if event.type == pygame.KEYDOWN:

if event.key == pygame.K\_LEFT:

x1\_change = -snake\_block

y1\_change = 0

elif event.key == pygame.K\_RIGHT:

x1\_change = snake\_block

y1\_change = 0

elif event.key == pygame.K\_UP:

y1\_change = -snake\_block

x1\_change = 0

elif event.key == pygame.K\_DOWN:

y1\_change = snake\_block

x1\_change = 0

if x1 >= dis\_width or x1 < 0 or y1 >= dis\_height or y1 < 0:

game\_close = True

x1 += x1\_change

y1 += y1\_change

dis.fill(blue)

pygame.draw.rect(dis, green, [foodx, foody, snake\_block, snake\_block])

snake\_Head = []

snake\_Head.append(x1)

snake\_Head.append(y1)

snake\_List.append(snake\_Head)

if len(snake\_List) > Length\_of\_snake:

del snake\_List[0]

for x in snake\_List[:-1]:

if x == snake\_Head:

game\_close = True

our\_snake(snake\_block, snake\_List)

Your\_score(Length\_of\_snake - 1)

pygame.display.update()

if x1 == foodx and y1 == foody:

foodx = round(random.randrange(0, dis\_width - snake\_block) / 10.0) \* 10.0

foody = round(random.randrange(0, dis\_height - snake\_block) / 10.0) \* 10.0

Length\_of\_snake += 1

clock.tick(snake\_speed)

quit()

gameLoop()

from tkinter import \*

from playsound import playsound

*def* btnClick(*numbers*):

global operator

playsound("tit.mp3", *block*= False)

operator=operator+str(*numbers*)

text\_Input.set(operator)

*def* btnClear():

global operator

playsound("tit.mp3", *block*= False)

operator=""

text\_Input.set("")

*def* btnEquals():

global operator

playsound("tit.mp3", *block*= False)

result=str(eval(operator))

text\_Input.set(result)

cal=Tk()

cal.title("Calculator")

operator=""

text\_Input=StringVar()

txtDisplay=Entry(cal,*width*=30,*font*=('arial',20,'bold'),*textvariable*=text\_Input,*bd*=30,*insertwidth*=4,*bg*='aqua', *justify*='right').grid(*columnspan*=4)

bt7=Button(cal,*padx*=30,*bd*=8,*fg*='black',*font*=('arial',20,'bold'),*text*="7",*command*=*lambda*:btnClick(7),*bg*="silver").grid(*row*=1,*column*=0)

bt8=Button(cal,*padx*=30,*bd*=8,*fg*='black',*font*=('arial',20,'bold'),*text*="8",*command*=*lambda*:btnClick(8),*bg*="silver").grid(*row*=1,*column*=1)

bt9=Button(cal,*padx*=30,*bd*=8,*fg*='black',*font*=('arial',20,'bold'),*text*="9",*command*=*lambda*:btnClick(9),*bg*="silver").grid(*row*=1,*column*=2)

btDe=Button(cal,*padx*=30,*bd*=8,*fg*='black',*font*=('arial',20,'bold'),*text*="/",*command*=*lambda*:btnClick("/"),*bg*="silver").grid(*row*=1,*column*=3)

#--------------------------------------------------------------------------------------------------------------

bt4=Button(cal,*padx*=30,*bd*=8,*fg*='black',*font*=('arial',20,'bold'),*text*="4",*command*=*lambda*:btnClick(4),*bg*="silver").grid(*row*=2,*column*=0)

bt5=Button(cal,*padx*=30,*bd*=8,*fg*='black',*font*=('arial',20,'bold'),*text*="5",*command*=*lambda*:btnClick(5),*bg*="silver").grid(*row*=2,*column*=1)

bt6=Button(cal,*padx*=30,*bd*=8,*fg*='black',*font*=('arial',20,'bold'),*text*="6",*command*=*lambda*:btnClick(6),*bg*="silver").grid(*row*=2,*column*=2)

btMu=Button(cal,*padx*=30,*bd*=8,*fg*='black',*font*=('arial',20,'bold'),*text*="\*",*command*=*lambda*:btnClick("\*"),*bg*="silver").grid(*row*=2,*column*=3)

#--------------------------------------------------------------------------------------------------------------

bt1=Button(cal,*padx*=30,*bd*=8,*fg*='black',*font*=('arial',20,'bold'),*text*="1",*command*=*lambda*:btnClick(1),*bg*="silver").grid(*row*=3,*column*=0)

bt2=Button(cal,*padx*=30,*bd*=8,*fg*='black',*font*=('arial',20,'bold'),*text*="2",*command*=*lambda*:btnClick(2),*bg*="silver").grid(*row*=3,*column*=1)

bt3=Button(cal,*padx*=30,*bd*=8,*fg*='black',*font*=('arial',20,'bold'),*text*="3",*command*=*lambda*:btnClick(3),*bg*="silver").grid(*row*=3,*column*=2)

btSub=Button(cal,*padx*=30,*bd*=8,*fg*='black',*font*=('arial',20,'bold'),*text*="-",*command*=*lambda*:btnClick("-"),*bg*="silver").grid(*row*=3,*column*=3)

#--------------------------------------------------------------------------------------------------------------

btClear=Button(cal,*padx*=30,*bd*=8,*fg*='black',*font*=('arial',20,'bold'),*text*="C",*command*=btnClear,*bg*="silver").grid(*row*=4,*column*=0)

btdo=Button(cal,*padx*=30,*bd*=8,*fg*='black',*font*=('arial',20,'bold'),*text*=".",*command*=*lambda*:btnClick("."),*bg*="silver").grid(*row*=4,*column*=1)

bt0=Button(cal,*padx*=30,*bd*=8,*fg*='black',*font*=('arial',20,'bold'),*text*="0",*command*=*lambda*:btnClick(0),*bg*="silver").grid(*row*=4,*column*=2)

btAdd=Button(cal,*padx*=30,*bd*=8,*fg*='black',*font*=('arial',20,'bold'),*text*="+",*command*=*lambda*:btnClick("+"),*bg*="silver").grid(*row*=4,*column*=3)

#--------------------------------------------------------------------------------------------------------------

btop=Button(cal,*padx*=30,*bd*=8,*fg*='black',*font*=('arial',20,'bold'),*text*="(",*command*=*lambda*:btnClick("("),*bg*="silver").grid(*row*=5,*column*=0)

btcl=Button(cal,*padx*=30,*bd*=8,*fg*='black',*font*=('arial',20,'bold'),*text*=")",*command*=*lambda*:btnClick(")"),*bg*="silver").grid(*row*=5,*column*=1)

btEquals=Button(cal,*padx*=95,*bd*=8,*fg*='black',*font*=('arial',20,'bold'),*text*="=",*command*=btnEquals,*bg*="silver").grid(*row*=5,*column*=2,*columnspan*=2)

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cal.mainloop()