import random

from tkinter import \*

import tkinter.messagebox

from random import randint

click=True

alphabet='abcdefghijklmnopqrstuvwxyz'

def rps():

player=input('rock(r),paper(p) or scissor(s)?')

print(player,'versus',end=' ')

chosen=randint(1,3)

if chosen==1:

computer='r'

elif chosen==2:

computer='p'

else:

computer='s'

print(computer)

if(player==computer):

print('DRAW!!!')

elif(player=='r'and computer=='s'):

print('PLAYER WINS!!!')

elif(player=='r' and computer=='p'):

print('COMPUTER WINS!!!')

elif(player=='p' and computer=='r'):

print('PLAYER WINS!!!')

elif(player=='p' and computer=='s'):

print('COMPUTER WINS!!!')

elif(player=='s' and computer=='p'):

print('PLAYER WINS!!!')

else:

print('COMPUTER WINS!!!')

def ed():

key=3

newmessage =' '

message=input ('enter the message to be encoded')

for character in message:

position=alphabet.find(character)

newposition=(position+key)%26

newcharacter=alphabet[newposition]

newmessage+=newcharacter

print('The encryted message is : ',newmessage)

def random\_number():

ch = 'y'

while(ch=='y')or(ch=='Y'):

number = random.randint(1,999)

trial = 1

name = input("Hello\nWelcome to the game \*RANDOM NUMBER\*\nEnter your name")

print("hello", name+".",)

a = input("would you like to play a game?[y or n]")

if a == "n":

print("okay:(")

quit()

if a == "y":

print("I've chosen a number between 1 to 999")

guess = int(input("guess a number between 1 to 999"))

if guess>number:

print("number is lesser than",guess)

if guess<number:

print("number is greater than",guess)

while guess != number:

trial+=1

guess = int(input("try again:"))

if guess<number:

print("number is greater than",guess)

if guess>number:

print("number is lesser than",guess)

if guess == number:

print("Wowwww!!you are right!!you win!!")

print("number of trials=",trial)

print("do you want to play(y or n):",end="")

ch=input()

def hangman():

print("hello,welcome to hangman")

answerlist = ['hello','world','percent','city','bread','harry potter','python']

random.shuffle(answerlist)

answer = list(answerlist[0])

display = []

used=[]

display.extend(answer)

used.extend(display)

for i in range(len(display)):

display[i]='\_'

for i in range(len(display)):

display[i]='\_'

print(' '.join(display))

print()

count=0

sum=0

while count<len(answer):

guess = input("\nplease guess a letter")

guess=guess.lower()

sum = sum+1

print('trial:',sum)

for i in range(len(answer)):

if answer[i]==guess and guess in used:

display[i]=guess

count=count+1

used.remove(guess)

if guess not in display:

print("OOPS!!\nsorry,wrong guess:(")

print("you have guessed:",count,"correct letters.")

print(" ".join(display))

print()

print("well done you guessed the word in",sum,'trials.congratulations!!:)')

def main():

ch='y'

while(ch=='y' or ch=='Y'):

print('\*\*\*\*\*\*\*\*\*\*\*WELCOME TO THE GAMES WORLD\*\*\*\*\*\*\*\*\*\*\*')

print('1.~guessing a random number~')

print('2.~hangman~')

print("3.~rock\_paper\_scissor~")

print("4.~encryption and decryption~")

print("5.~tic tac toe~")

print("6.~quit~")

print('enter your choice\npress 1 to play random number\npress 2 to play hangman\npress 3 to play rock\_paper\_scissor\npress 4 to play encryption and decryption\npress 5 to play tic tac toe\npress 6 to exit out of games world')

option=int(input("enter what would you like to choose"))

if option==1:

random\_number()

elif option==2:

hangman()

elif option==3:

rps()

elif option==4:

ed()

elif option==5:

global click

tk = Tk()

tk.title("tic tac toe")

def checker(buttons):

global click

if buttons["text"]==" " and click==True:

buttons["text"]='x'

click = False

elif buttons["text"]==" " and click==False:

buttons["text"]="o"

click = True

if (button1["text"]=="x" and button2["text"]=="x" and button3["text"]=="x" or

button4["text"]=="x" and button5["text"]=="x" and button6["text"]=="x" or

button7["text"]=="x" and button8["text"]=="x" and button9["text"]=="x" or

button3["text"]=="x" and button5["text"]=="x" and button7["text"]=="x" or

button1["text"]=="x" and button5["text"]=="x" and button9["text"]=="x" or

button1["text"]=="x" and button4["text"]=="x" and button7["text"]=="x" or

button2["text"]=="x" and button5["text"]=="x" and button8["text"]=="x" or

button3["text"]=="x" and button6["text"]=="x" and button9["text"]=="x"):

tkinter.messagebox.showinfo("winner x","you have just won a game")

elif (button1["text"]=="o" and button2["text"]=="o" and button3["text"]=="o" or

button4["text"]=="o" and button5["text"]=="o" and button6["text"]=="o" or

button7["text"]=="o" and button8["text"]=="o" and button9["text"]=="o" or

button3["text"]=="o" and button5["text"]=="o" and button7["text"]=="o" or

button1["text"]=="o" and button5["text"]=="o" and button9["text"]=="o" or

button1["text"]=="o" and button4["text"]=="o" and button7["text"]=="o" or

button2["text"]=="o" and button5["text"]=="o" and button8["text"]=="o" or

button3["text"]=="o" and button6["text"]=="o" and button9["text"]=="o" ):

tkinter.messagebox.showinfo("winner o","you have just won a game")

if button1["text"]!=" " and button2["text"]!=" " and button3["text"]!=" " and button4["text"]!=" " and button5["text"]!=" " and button6["text"]!=" " and button7["text"]!=" " and button8["text"]!=" " and button9["text"]!=" ":

if (button1["text"]=="x" and button2["text"]=="x" and button3["text"]=="x" or

button4["text"]=="x" and button5["text"]=="x" and button6["text"]=="x" or

button7["text"]=="x" and button8["text"]=="x" and button9["text"]=="x" or

button3["text"]=="x" and button5["text"]=="x" and button7["text"]=="x" or

button1["text"]=="x" and button5["text"]=="x" and button9["text"]=="x" or

button1["text"]=="x" and button4["text"]=="x" and button7["text"]=="x" or

button2["text"]=="x" and button5["text"]=="x" and button8["text"]=="x" or

button3["text"]=="x" and button6["text"]=="x" and button9["text"]=="x"or

button1["text"]=="o" and button2["text"]=="o" and button3["text"]=="o" or

button4["text"]=="o" and button5["text"]=="o" and button6["text"]=="o" or

button7["text"]=="o" and button8["text"]=="o" and button9["text"]=="o" or

button3["text"]=="o" and button5["text"]=="o" and button7["text"]=="o" or

button1["text"]=="o" and button5["text"]=="o" and button9["text"]=="o" or

button1["text"]=="o" and button4["text"]=="o" and button7["text"]=="o" or

button2["text"]=="o" and button5["text"]=="o" and button8["text"]=="o" or

button3["text"]=="o" and button6["text"]=="o" and button9["text"]=="o" ):

a=1

else:

tkinter.messagebox.showinfo("draw","match drawn")

buttons = StringVar()

button1 = Button(tk,text=" ",font=("Times 26 bold"),height = 4,width = 8,command=lambda:checker(button1))

button1.grid(row=1,column=0,sticky=S+N+E+W)

button2 = Button(tk,text=" ",font=("Times 26 bold"),height = 4,width = 8,command=lambda:checker(button2))

button2.grid(row=1,column=1,sticky=S+N+E+W)

button3 = Button(tk,text=" ",font=("Times 26 bold"),height = 4,width = 8,command=lambda:checker(button3))

button3.grid(row=1,column=2,sticky=S+N+E+W)

button4 = Button(tk,text=" ",font=("Times 26 bold"),height = 4,width = 8,command=lambda:checker(button4))

button4.grid(row=2,column=0,sticky=S+N+E+W)

button5 = Button(tk,text=" ",font=("Times 26 bold"),height = 4,width = 8,command=lambda:checker(button5))

button5.grid(row=2,column=1,sticky=S+N+E+W)

button6 = Button(tk,text=" ",font=("Times 26 bold"),height = 4,width = 8,command=lambda:checker(button6))

button6.grid(row=2,column=2,sticky=S+N+E+W)

button7 = Button(tk,text=" ",font=("Times 26 bold"),height = 4,width = 8,command=lambda:checker(button7))

button7.grid(row=3,column=0,sticky=S+N+E+W)

button8 = Button(tk,text=" ",font=("Times 26 bold"),height = 4,width = 8,command=lambda:checker(button8))

button8.grid(row=3,column=1,sticky=S+N+E+W)

button9 = Button(tk,text=" ",font=("Times 26 bold"),height = 4,width = 8,command=lambda:checker(button9))

button9.grid(row=3,column=2,sticky=S+N+E+W)

tk.mainloop()

elif option==4:

quit()

print("do you want to continue playing(y or n)?",end="")

ch=input()

main()