from tkinter import \*

from tkinter import messagebox

from string import ascii\_uppercase

import random

window = Tk()

window.title("Hangman")

word\_list = ["RUSSIA", "ARGENTINA", "MEXICO", "COLOMBIA", "KAZAKHSTAN", "GERMANY", "TURKEY", "HUNGARY", "FINLAND", "INDIA", "CHINA", "SWEDEN", "MONGOLIA", "MOROCCO", "NORWAY", "CHILE", "IRELAND", "ICELAND", "CROATIA", "ESTONIA", "SPAIN", "NIGERIA", "JAPAN", "UKRAINE", "ALGERIA"]

photos= [PhotoImage(file="C:/Users/student2/Pictures/hangman01.png"), PhotoImage(file="C:/Users/student2/Pictures/hangman02.png"), PhotoImage(file="C:/Users/student2/Pictures/hangman03.png"), PhotoImage(file="C:/Users/student2/Pictures/hangman04.png"), PhotoImage(file="C:/Users/student2/Pictures/hangman05.png"), PhotoImage(file="C:/Users/student2/Pictures/hangman06.png"), PhotoImage(file="C:/Users/student2/Pictures/hangman07.png")]

def newGame ():

    global the\_word\_withSpaces

    global numberOfGuesses

    numberOfGuesses=0

    imgLabel.config(image=photos[0])

    the\_word=random.choice(word\_list)

    the\_word\_withSpaces=" ".join(the\_word)

    lblWord.set(" ".join("\_"\*len(the\_word)))

def guess(letter):

    global numberOfGuesses

    if numberOfGuesses<6:

        txt=list(the\_word\_withSpaces)

        guessed=list(lblWord.get())

        if the\_word\_withSpaces.count(letter)>0:

            for c in range(len(txt)):

                if txt[c]==letter:

                    guessed[c]=letter

                lblWord.set("".join(guess))

                if lblWord.get()==the\_word\_withSpaces:

                    messagebox.showinfo("Hangman", "You guessed it!")

        else:

            numberOfGuesses+=1

            imgLabel.config(image=photos[numberOfGuesses])

            if numberOfGuesses==6:

                messagebox.showwarning("Hangman", "Game Over!")

imgLabel=Label(window)

imgLabel.grid(row=0, column=0, columnspan=3, padx=10, pady=40)

imgLabel.config(image=photos[0])

lblWord=StringVar ()

Label(window, textvariable=lblWord, font=("Consolas 24 bold")).grid(row=0, column=3, columnspan=6, padx=10)

n=0

for c in ascii\_uppercase:

    Button(window, text=c, command=lambda c=c: guess(c), font=("Helvetica 18"), width=4).grid(row=1+n//9,column=n%9)

    n+=1

Button(window, text="New\nGame", command=lambda:newGame(), font=("Helvetica 10 bold")).grid(row=3, column=8, sticky="NSWE")

newGame()

window.mainloop()