import tkinter

from tkinter import \*

import random

from tkinter import messagebox

jumble\_game=open("jumble.txt","w")

# here we add country names for jumble game to play

answers = [

"pakistan",

"turkey",

"maldives",

"canada",

"india",

"london",

"australia",

"china",

"finland",

"egypt",

"greece",

"italy",

"japan",

"madagascar",

"malaysia",

"nigeria",

"oman",

"qatar",

"thailand",

"yemen",

"zimbabwe",

]

#country jumbled names

words = [

"naitskpa",

"ukrety",

"dvsimlae",

"cdanaa",

"aidin",

"odnlon",

"trasliuaa",

"niahc",

"ldnainf",

"ptyge",

"ecereg",

"yialt",

"panja",

"caamrsagad",

"siamlaya",

"aigerin",

"namo",

"aatrq",

"adnliaith",

"nmeye",

"babmiezw",

]

# Here we use random function

num = random.randrange(0, len(words), 1)

def default():

global words,answers,num

lbl\_main.config(text="\*\*\*\*JUMBLE WORDS GAME\*\*\*\*")

lbl\_main2.config(text="Guess the country name!")

final\_score.config(text="your score is")

lbl.config(text = words[num])

score=1

#check button function

def checkans():

global words,answers,num,score

try:

var = e1.get()

if var == answers[num]:

messagebox.showinfo("Success", "This is a correct answer\n")

jumble\_game.write(str(score)+'\n')

final\_score\_count.config(text=score)

score=score+1

num = random.randrange(0, len(words), 1)

lbl.config(text = words[num])

e1.delete(0, END)

elif var>='0' and var<='9':

raise ValueError

else:

messagebox.showerror("Error", "This is not Correct")

e1.delete(0, END)

except ValueError:

messagebox.showerror("Error", "Please enter alphabets not numbers!")

print("Error!!! Getting Integer value")

#coding for background

root = tkinter.Tk()

root.geometry("350x400+400+300")

root.title("Jumbbled Words Game!")

root.configure(background = "#000000")

lbl\_main=Label(

text="your here",

font=("Verdana",50),

bg="#000000",

fg="maroon",

)

lbl\_main.pack(pady = 10,ipady=5,ipadx=5)

final\_score = Label(

root,

text = "Your here",

font = ("Verdana", 18),

bg = "brown",

fg = "black",

)

final\_score.pack(side='left',ipady=30,ipadx=50)

final\_score\_count = Label(

root,

text = "0",

font = ("Verdana", 18),

bg = "grey",

fg = "white",

)

final\_score\_count.pack(side='left',ipady=20,ipadx=40)

lbl\_main2=Label(

text="your here",

font=("Verdana",30),

bg="#000000",

fg="#FFFFFF",

)

lbl\_main2.pack(pady = 15,ipady=5,ipadx=5)

lbl = Label(

root,

text = "Your here",

font = ("Verdana", 18),

bg = "white",

fg = "black",

)

lbl.pack(pady = 30,ipady=10,ipadx=10)

ans1 = StringVar()

e1 = Entry(

root,

font = ("Verdana", 16),

textvariable = ans1,

)

e1.pack(ipady=5,ipadx=5)

#check button

btncheck = Button(

root,

text = "Check",

font = ("Comic sans ms", 16),

width = 16,

bg = "#4c4b4b",

fg = "#6ab04c",

relief = GROOVE,

command = checkans,

)

btncheck.pack(pady = 40)

#Quit Button

btnquit = Button(

root,

text = "Quit",

font = ("Comic sans ms", 16),

width = 16,

bg = "#4c4b4b",

fg = "#EA425C",

relief = GROOVE,

command = root.destroy,

)

btnquit.pack()

default()

root.mainloop()