KIDS LEARNING GAME

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Project Description

In this project we created kids learning game which helps the kids to choose the correct options by viewing the images shown and if kids chooses all the options correctly he win else he loose

Project Code

```
from tkinter import *
root = Tk()
root.title("KIDS LEARNING GAME")
root.geometry("500x500")
root.configure(background='black')
def show(frame):
   frame.grid(row=0, column=0, sticky = 'news')
   frame.tkraise()
def show_bottom(frame):
   frame.tkraise()
def result(frame):
   for f in (f0, f1, f2, f00, f11, f22, fwin, fw, flose):
      f.grid_forget()
   frame.grid()
   frame.tkraise()

f0 = Frame(root, bg ='gray')
f1 = Frame(root, bg ='gray')
f2 = Frame(root, bg ='gray')

fw = Frame(root)
fwin = Frame(root)
flose = Frame(root)
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```
f00 = Frame(root)
f11 = Frame(root)
f22 = Frame(root)

 # welcome

imgW = PhotoImage(file='Welk_350x300.png')
LW = Label(fw, image= imgW).grid(row=0, column=0, padx = 70)
Button(fw, text='PLAY', command = lambda:show(f0)).grid()
fw.grid(row=0,column=0)
 # Zeroth Frame Design

imgf00 = PhotoImage(file='lion_150x100.png')
imgf01 = PhotoImage(file='star_150x100.png')
imgf02 = PhotoImage(file='triangle_150x100.png')
imgf03 = PhotoImage(file='rabbit_150x100.png')
imgf04 = PhotoImage(file='red.png')

Lf00 = Label(f0, image = imgf00)
Lf00.grid(row = 0, column = 2)

Lf01 = Label(f0, image = imgf01)
Lf01.grid(row = 0, column = 4)

Lf02 = Label(f0, image = imgf02)
Lf02.grid(row = 1, column = 2)

Lf03 = Label(f0, image = imgf03)
Lf03.grid(row = 1, column = 4)

Lf04 = Label(f0, image = imgf04, height = 100, width = 150)
Lf04.grid(row = 2, column = 3)
```

```
Rf0 = Button(f0, text ='Refresh', command = lambda: show(f1)).grid(row = 5, column
=2)
Of0 = Button(f0, text ='OK', command = lambda:[show_bottom(f00), clear(),
init_frame_bottom()]).grid(row = 5, column = 4)

 # First Frame Design

imgf10 = PhotoImage(file='pentagon_150x100.png')
imgf11 = PhotoImage(file='sheep_150x100.png')
imgf12 = PhotoImage(file='monke_150x100.png')
imgf13 = PhotoImage(file='green.png')
imgf14 = PhotoImage(file='circle_150x100.png')


Lf10 = Label(f1, image = imgf10)
Lf10.grid(row = 0, column = 2)

Lf11 = Label(f1, image = imgf11)
Lf11.grid(row = 0, column = 4)

Lf12 = Label(f1, image = imgf12)
Lf12.grid(row = 1, column = 2)

Lf13 = Label(f1, image = imgf13, height=100, width = 150)
Lf13.grid(row = 1, column = 4)

Lf14 = Label(f1, image = imgf14)
Lf14.grid(row = 2, column = 3)

Rf1 = Button(f1, text ='Refresh', command = lambda:show(f2)).grid(row = 5, column
=2)
Of1 = Button(f1, text ='OK', command = lambda: [show_bottom(f11), clear(),
init_frame_bottom()]).grid(row = 5, column = 4)
```

```
 # Second Frame Design

imgf20 = PhotoImage(file='chicken_150x100.png')
imgf21 = PhotoImage(file='monke_150x100.png')
imgf22 = PhotoImage(file='sheep_150x100.png')
imgf23 = PhotoImage(file='lion_150x100.png')
imgf24 = PhotoImage(file='rabbit_150x100.png')


Lf20 = Label(f2, image = imgf20 )
Lf20.grid(row = 0, column = 2)

Lf21 = Label(f2, image = imgf21)
Lf21.grid(row = 0, column = 4)

Lf22 = Label(f2, image = imgf22)
Lf22.grid(row = 1, column = 2)

Lf23 = Label(f2, image = imgf23, height=100, width = 150)
Lf23.grid(row = 1, column = 4)

Lf24 = Label(f2, image = imgf24)
Lf24.grid(row = 2, column = 3)

Rf2 = Button(f2, text ='Refresh', command = lambda: show(f0)).grid(row = 5, column
=2)
Of2 = Button(f2, text ='OK', command = lambda: [show_bottom(f22),clear(),
init_frame_bottom()]).grid(row = 5, column = 4)

 # Bottom Frames Design
score = IntVar()
Sla0 = Label(f00, text = 'SCORE : ')
```

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Sla1 = Label(f11, text = 'SCORE : ')
Sla2 = Label(f22, text = 'SCORE : ')
SL0 = Label(f00, textvariable = score)
SL1 = Label(f11, textvariable = score)
SL2 = Label(f22, textvariable = score)

 # Win Frame
imgwin = PhotoImage(file='Fwin_400x300.png')
Lwin = Label(fwin, image = imgwin).grid(row=0, column=0)
Button(fwin, text='Play Again', command = lambda:show(f0)).grid()
Button(fwin, text='QUIT', command = quit).grid()
fwin.grid_forget()

# Lose frame
imgLose = PhotoImage(file='kid_lose_350x300.png')
Llose = Label(flose, image = imgLose).grid(row=0, column=0)
Button(flose, text='Play Again', command = lambda:show(f0)).grid()
Button(flose, text='QUIT', command = quit).grid()
flose.grid_forget()

def check(val):

entered_list=[var0.get(),var1.get(),var2.get(),var3.get(),var4.get(),var5.get(),var6.get(
),var7.get(),var8.get(),var9.get(),var10.get()]

answer_list=['lion','star','rabbit','triangle','red','pentagon','sheep','monkey','green','ci
rcle','chicken']
   #score = IntVar()
   count = 0
   if val == 0 :
      answers_list=['lion','star','triangle','rabbit','red']
      for x in entered_list:
         if x in answers_list:
```

```
            count+=1
        score.set(count)
        Sla0.grid(row = 6 , column = 7 )
        SL0.grid(row = 6 , column = 8 )

    if val == 1 :
        answers_list=['pentagon','sheep','monkey','green','circle']
        for x in entered_list:
            if x in answers_list:
                count+=1
        score.set(count)
        Sla1.grid(row =6 , column =3 )
        SL1.grid(row = 6, column = 4)

    if val == 2 :
        answers_list=['chicken','monkey','sheep','lion','rabbit']
        print(entered_list)
        for x in entered_list:
            if x in answers_list:
                count+=1
        score.set(count)
        Sla2.grid(row =6 , column =3 )
        SL2.grid(row = 6, column =4 )

    if score.get() is 5:
        print('working.....')
        result(fwin)
    elif score.get() < 3:
        result(flose)

def quit():
    root.quit()
```

```
def clear():
    score.set(0)
    SL0.grid_remove()
    SL1.grid_remove()
    SL2.grid_remove()
    Sla0.grid_remove()
    Sla1.grid_remove()
    Sla2.grid_remove()
    var0.set(0)
    var1.set(0)
    var2.set(0)
    var3.set(0)
    var4.set(0)
    var5.set(0)
    var6.set(0)
    var7.set(0)
    var8.set(0)
    var9.set(0)
    var10.set(0)
def init_frame_bottom():
    for frame in (f00, f11, f22):
        frame.grid(row=1, column=0, sticky ='news')
var0 = StringVar()
var1 = StringVar()
var2 = StringVar()
var3 = StringVar()
var4 = StringVar()
var5 = StringVar()
var6 = StringVar()
var7 = StringVar()
var8 = StringVar()
var9 = StringVar()
var10 = StringVar()
```

```
 # F00----------
Checkbutton(f00, text='Lion    ', variable = var0, onvalue='lion').grid(row= 6 ,
column=2 )
Checkbutton(f00, text = 'Star    ', variable = var1, onvalue='star').grid(row=6,
column=5)
Checkbutton(f00, text='Rabbit  ', variable = var2, onvalue='rabbit').grid(row= 7,
column=2 )
Checkbutton(f00, text = 'Red     ', variable = var3, onvalue='red').grid(row=7,
column=5)
Checkbutton(f00, text='Pentagon', variable = var4, onvalue='pentagon').grid(row= 8,
column= 2)
Checkbutton(f00, text = 'Sheep   ', variable = var5, onvalue='sheep').grid(row=8,
column=5)
Checkbutton(f00, text = 'Monkey  ', variable = var6, onvalue='monkey').grid(row=9,
column=2)
Checkbutton(f00, text='Green   ', variable = var7, onvalue='green').grid(row= 9,
column=5 )
Checkbutton(f00, text = 'Circle  ', variable = var8, onvalue='circle').grid(row=10,
column=2)
Checkbutton(f00, text='Chicken ', variable = var9, onvalue='chicken').grid(row=10 ,
column= 5)
Checkbutton(f00, text='Triangle', variable = var10, onvalue='triangle').grid(row=11 ,
column= 2)
Button(f00, text = 'SUBMIT', command= lambda: check(0)).grid(row=8, column=7)
Button(f00, text = 'QUIT', command = quit).grid(row =8, column=9)
 # F11----------
Checkbutton(f11, text='triangle', variable = var0, onvalue='triangle').grid(row= 6 ,
column=1 )
Checkbutton(f11, text = 'Star    ', variable = var1, onvalue='star').grid(row=6,
column=2)
Checkbutton(f11, text='Green   ', variable = var2, onvalue='green').grid(row= 7,
column=1 )
```

```
Checkbutton(f11, text = 'Red     ', variable = var3, onvalue='red').grid(row=7,
column=2)
Checkbutton(f11, text='Chicken ', variable = var4, onvalue='chicken').grid(row= 8,
column= 1)
Checkbutton(f11, text = 'Sheep   ', variable = var5, onvalue='sheep').grid(row=8,
column=2)
Checkbutton(f11, text = 'Monkey  ', variable = var6, onvalue='monkey').grid(row=9,
column=1)
Checkbutton(f11, text='Rabbit', variable = var7, onvalue='rabbit').grid(row= 9,
column=2 )
Checkbutton(f11, text = 'Circle  ', variable = var8, onvalue='circle').grid(row=10,
column=1)
Checkbutton(f11, text='Pentagon', variable = var9, onvalue='pentagon').grid(row=10
, column= 2)
Checkbutton(f11, text='Lion    ', variable = var10, onvalue='lion').grid(row=11 ,
column= 1)
Button(f11, text = 'SUBMIT', command= lambda: check(1)).grid(row=8, column=3)
Button(f11, text = 'QUIT', command = quit).grid(row =8, column=9)
 # F22----------
Checkbutton(f22, text='Sheep   ', variable = var0, onvalue='sheep').grid(row= 6 ,
column=1 )
Checkbutton(f22, text = 'Circle  ', variable = var1, onvalue='circle').grid(row=6,
column=2)
Checkbutton(f22, text='Rabbit  ', variable = var2, onvalue='rabbit').grid(row= 7,
column=1 )
Checkbutton(f22, text = 'Triangle', variable = var3, onvalue='triangle').grid(row=7,
column=2)
Checkbutton(f22, text='Pentagon', variable = var4, onvalue='pentagon').grid(row= 8,
column= 1)
Checkbutton(f22, text = 'Lion    ', variable = var5, onvalue='lion').grid(row=8,
column=2)
Checkbutton(f22, text = 'Monkey  ', variable = var6, onvalue='monkey').grid(row=9,
column=1)
```

```
Checkbutton(f22, text='Green   ', variable = var7, onvalue='green').grid(row= 9, column=2 )
Checkbutton(f22, text = 'Star    ', variable = var8, onvalue='star').grid(row=10, column=1)
Checkbutton(f22, text='Chicken', variable = var9, onvalue='chicken').grid(row=10 , column= 2)
Checkbutton(f22, text='Red     ', variable = var10, onvalue='red').grid(row=11 , column= 1)
Button(f22, text = 'SUBMIT', command= lambda: check(2)).grid(row=8, column=3)
Button(f22, text = 'QUIT', command = quit).grid(row =8, column=9)

root.mainloop()
```

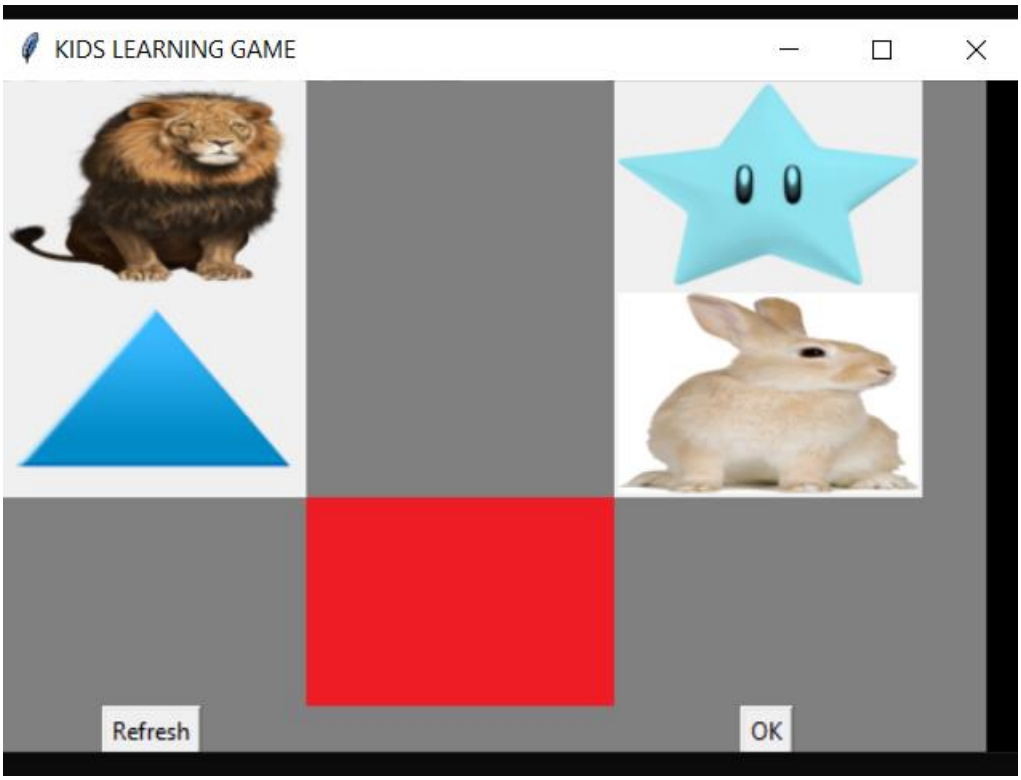
Project working

Front page :

As we start the game following screen appears:

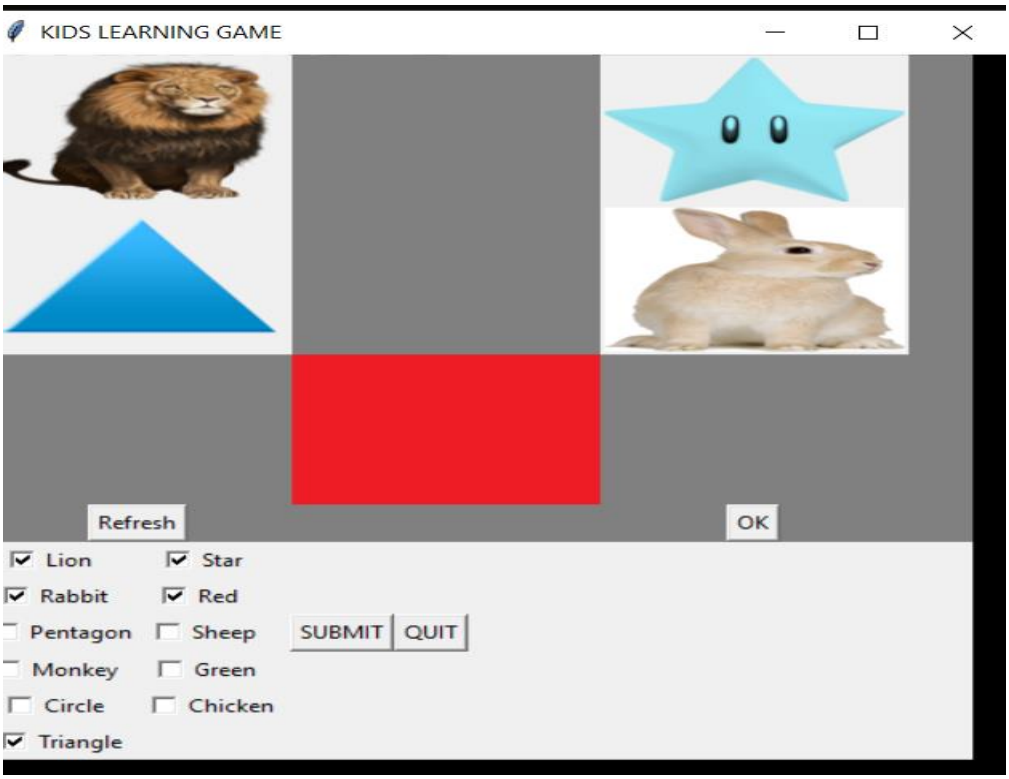
When we click on Play button the game starts and the following screen appears:

In this there are two buttons one for refreshing the screen to change the question and one for getting the options (ok button)

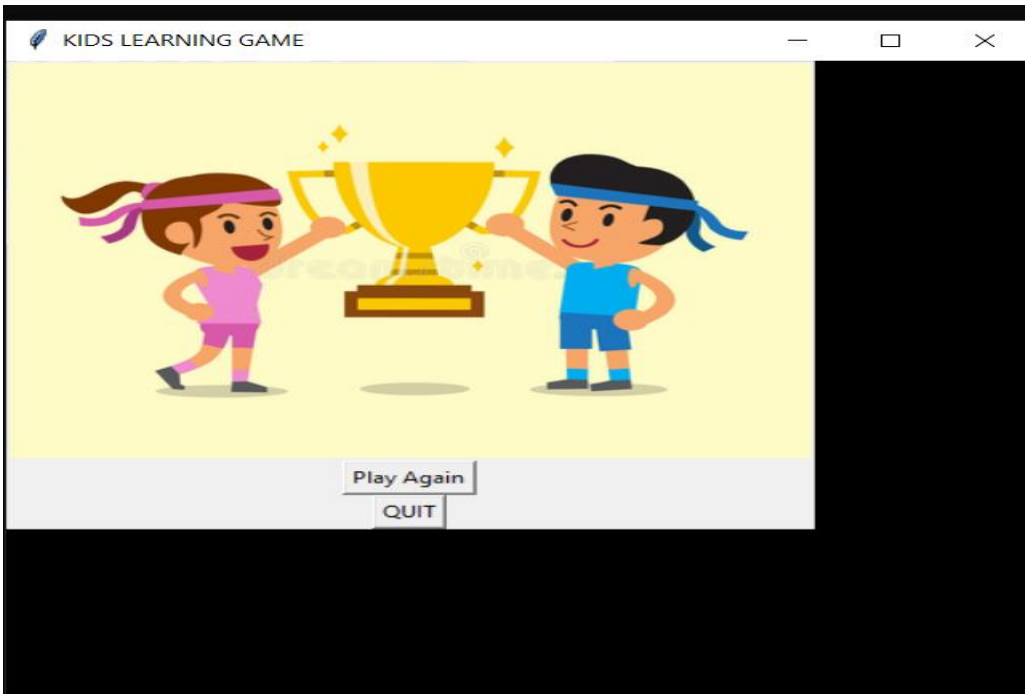


When we click on ok the options appears:

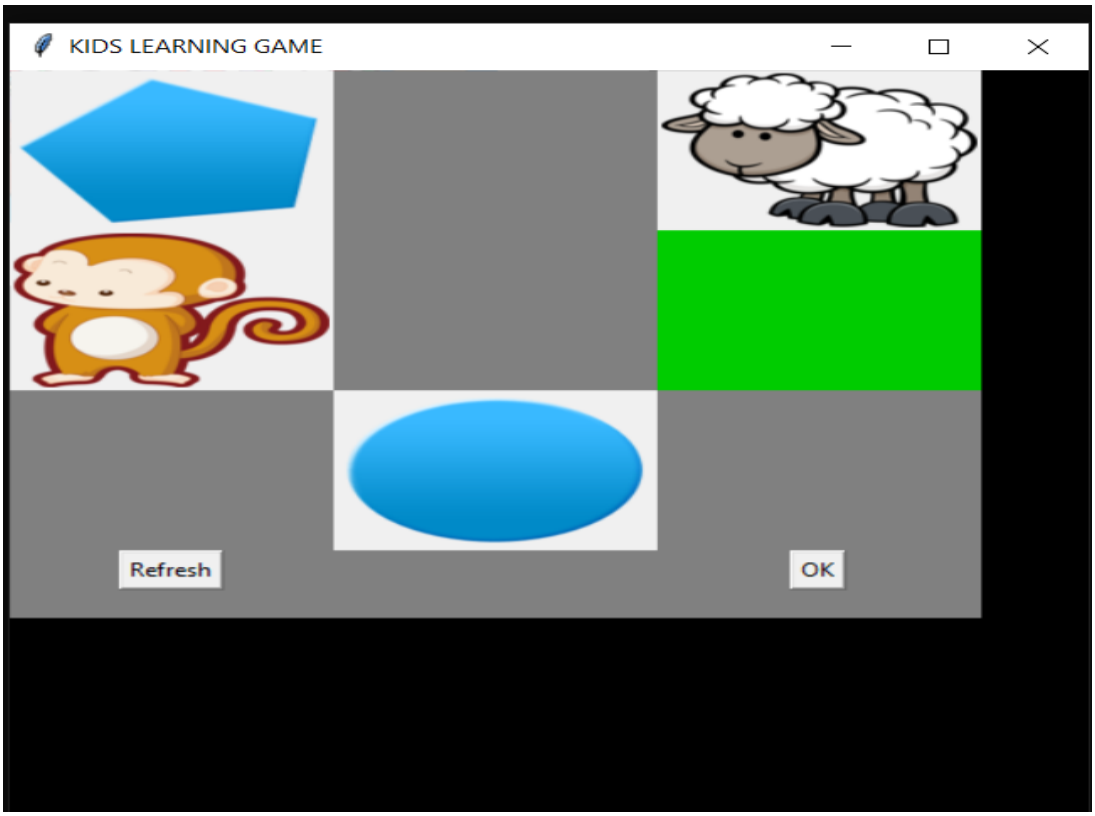
Then we select the correct options and click on Submit:

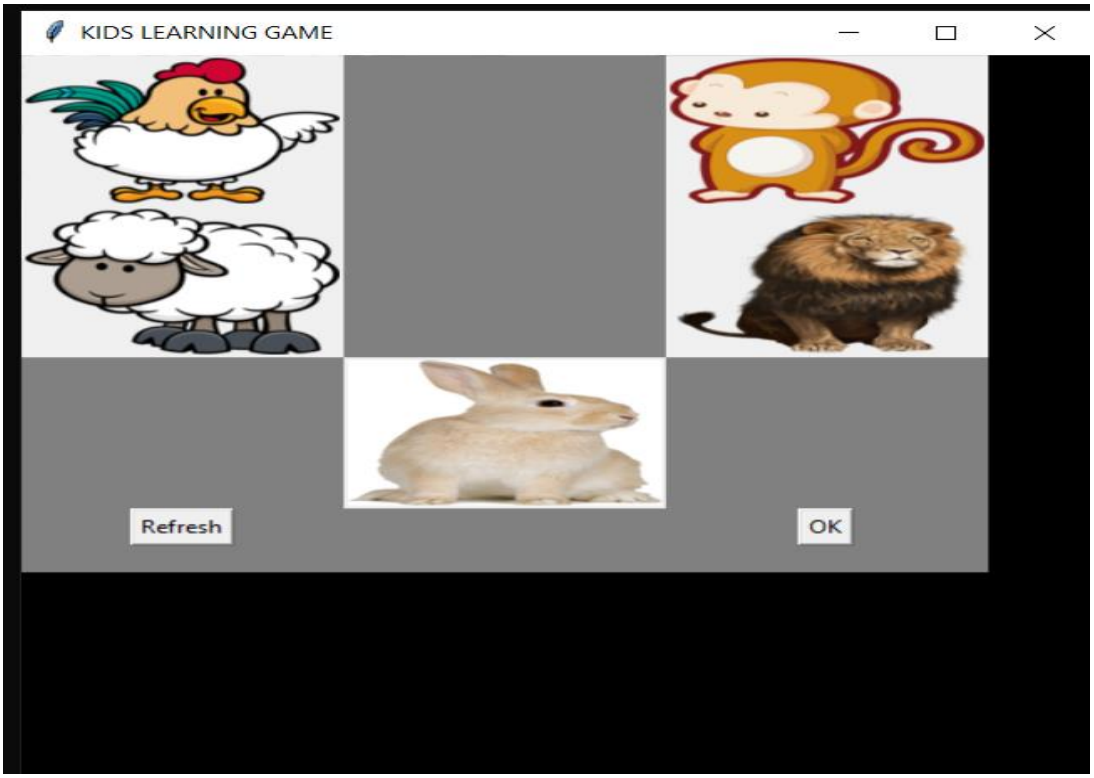


And if the options are correct we win:

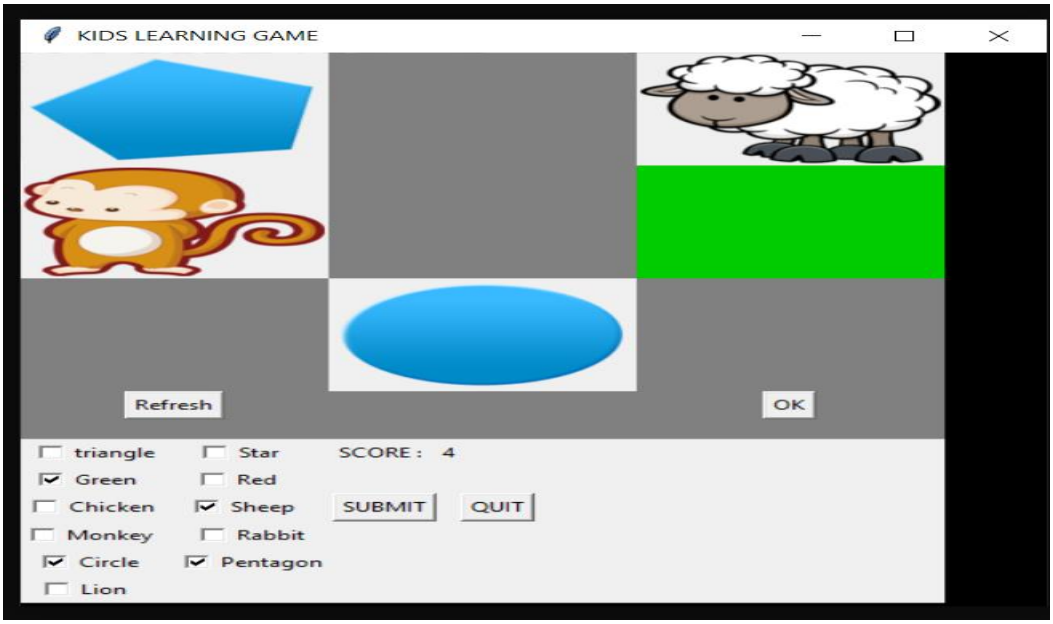


Else if we don’t know the correct option we can refresh to get another question:

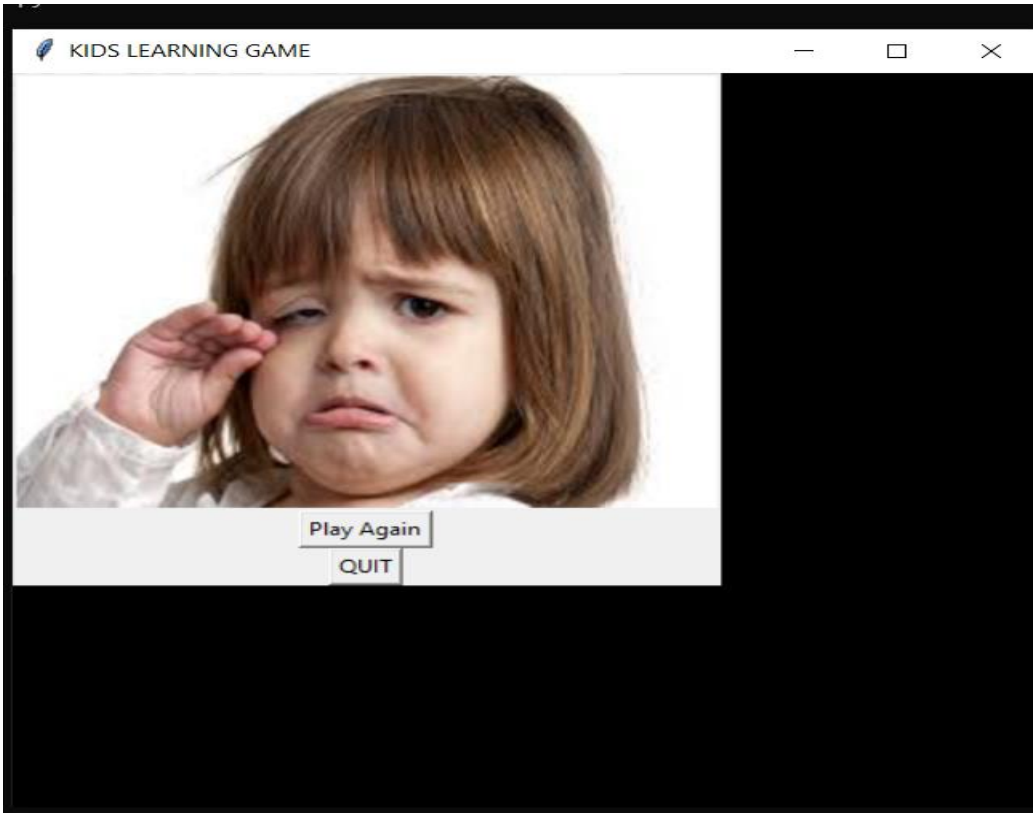




Then we again click on Ok button to get options and if we choose less no of correct answers we get total no of correct option we choosed as output:



And if we choose wrong answers we loose:



Project Conclusion

During the course of making this project we learned a lot of new things and about their effective implementation.

We have worked hard on this project especially Nikhil the group leader, who among the three of us knows coding the best.

Our group has learned about what it takes to work on a project in a group and get a work done smoothly and on time.

We hope to get more such projects in the future that would ultimately give us some idea of the real life scenarios.