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main ▾

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peco2282 add pop_up

[History](#)[1 contributor](#)

104 lines (82 sloc) | 2.17 KB

...

```
1 import tkinter as tk
2 import tkinter.messagebox as tkm
3
4 import ProjExD_pub.rensyu03.maze_maker as mm
5
6 cx = 350
7 cy = 450
8 key = ""
9 pos = [1, 1]
10
11
12 def key_down(event):
13     global key
14     key = event.keysym
15
16
17 def key_up(event):
18     global key
19     key = ""
20
21
22 def clear():
23     tkm.showinfo(title="ゴール", message="ゴールしました。")
24     pos[0] = 0
25     pos[1] = 0
26
27
28 def main_proc():
29     global cx, cy, key, mx, my
30
31     match key:
32         case "Up":
33             if maze[my - 1][mx] != 1:
34                 my -= 1
35                 pos[1] -= 1
36                 cy = my * 100 + 50
37
38         case "Down":
```

```
39         if maze[my + 1][mx] != 1:
40             my += 1
41             pos[1] += 1
42             cy = my * 100 + 50
43         case "Left":
44             if maze[my][mx - 1] != 1:
45                 mx -= 1
46                 pos[0] -= 1
47                 cx = mx * 100 + 50
48         case "Right":
49             if maze[my][mx + 1] != 1:
50                 mx += 1
51                 pos[0] += 1
52                 cx = mx * 100 + 50
53
54     """
55     if key == "Up":
56         if maze[my - 1][mx] == 0:
57             my -= 1
58             cy = my * 100 + 50
59     if key == "Down":
60         if maze[my + 1][mx] == 0:
61             my += 1
62             cy = my * 100 + 50
63     if key == "Left":
64         if maze[my][mx - 1] == 0:
65             mx -= 1
66             cx = mx * 100 + 50
67     if key == "Right":
68         if maze[my][mx + 1] == 0:
69             mx += 1
70             cx = mx * 100 + 50
71     """
72
73     canvas.coords("tori", cx, cy)
74     if pos == [13, 7]:
75         tkm.showinfo(title="ゴール", message="ゴールしました。")
76         pos[0] = 0
77         pos[1] = 0
78     else:
79         root.after(100, main_proc)
80
81
82 if __name__ == "__main__":
83     mx = my = 1
84     root = tk.Tk()
85     root.title("迷えるこうとん")
86     root.geometry("1500x900")
87
88     maze = mm.make_maze(15, 9)
89     maze[1][1] = maze[-2][-2] = 2
90
91     canvas = tk.Canvas(root, width=1500, height=900, bg="black")
92
93     maze_make = mm.show_maze(canvas, maze)
94
95     cx = cy = 150
96
```

```
97     tori = tk.PhotoImage(file=r"..\\ProjExD_pub\\fig\\8.png")
98     canvas.create_image(cx, cy, image=tori, tag="tori")
99     canvas.pack()
100
101     root.bind("<KeyPress>", key_down)
102     main_proc()
103     root.bind("<KeyRelease>", key_up)
104     root.mainloop()
```