Beeper:

from playsound import playsound  
playsound('catchphrase.mp3')

Random phrase/word:

import random  
  
  
with open("Catchphrase-Words.txt", "r") as file:  
 allText = file.read()  
 words = list(map(str, allText.splitlines()))  
  
 # print random string  
 print(random.choice(words))

import random  
  
#random word generator:  
with open("Catchphrase-Words.txt", "r") as file:  
 allText = file.read()  
 words = list(map(str, allText.splitlines()))  
  
 # print random string  
 print(random.choice(words))  
  
#beeper sound:  
from playsound import playsound  
import random  
BEEPER = ('catchphrase.mp3', 'catchphrase\_26\_sec.mp3','catchphrase\_15\_sec.mp3','catchphrase\_36\_sec')  
  
playsound(random.choice(BEEPER))

import random  
  
  
  
# random word generator:  
def random\_word():  
 with open("Catchphrase-Words.txt", "r") as file:  
 allText = file.read()  
 words = list(map(str, allText.splitlines()))  
 # print random string  
 print(random.choice(words))

20:57

#random word generator  
import random  
  
# random word generator:  
with open ("Catchphrase-Words.txt", "r") as file:  
 allText = file.read ()  
 words = list (map (str, allText.splitlines ()))  
 # print random string  
 print (random.choice (words))  
  
from tkinter import \*  
  
root = Tk()  
root.geometry('300x300')  
  
l = Label(root, text='Hello, World!')  
l.pack()  
  
def buttonFunction():  
 print (random.choice (words))  
  
b = Button(root, text='Start/Next', command=buttonFunction)  
b.pack()  
  
root.mainloop()

23:16

def main():  
 return window  
 return label  
 return button  
  
  
# start/next button  
from tkinter import \*  
  
# create window with button  
window = Tk ()  
window.geometry ('300x300')  
  
# create label  
label = Label (window, text='''To gain points, make sure someone from your   
team isn't caught holding the Catchphrase   
game unit when the timer runs out!''', padx=50, pady=50)  
label.pack ()  
  
# random word generator:  
import random  
  
with open ("Catchphrase-Words.txt", "r") as file:  
 allText = file.read ()  
 words = list (map (str, allText.splitlines ()))  
 # print random string  
 print (random.choice (words))  
  
# beeper  
from playsound import playsound  
import random  
  
BEEPER = ('catchphrase.mp3', 'catchphrase\_26\_sec.mp3', 'catchphrase\_15\_sec.mp3', 'catchphrase\_36\_sec')  
playsound (random.choice (BEEPER))  
  
  
# create button  
def myClick():  
 print (random.choice (words))  
  
  
def timer():  
 playsound (random.choice (BEEPER))  
  
  
button = Button (window, text='Start/Next', command=lambda: [myClick (), timer ()], padx=10, pady=20)  
  
button.pack ()  
button.config (font=('Ink Free', 50, 'bold'))  
button.config (bg='#fffb1f')  
button.config (fg='#50288C')  
window.mainloop ()  
  
if \_\_name\_\_ == '\_\_main\_\_':  
 main ()

23:21

def main():  
 return window  
 return label  
 return button  
  
  
# start/next button  
from tkinter import \*  
  
# create window with button  
window = Tk ()  
window.geometry ('300x300')  
  
# create label  
label = Label (window, text='''To gain points, make sure someone from your   
team isn't caught holding the Catchphrase   
game unit when the timer runs out!''', padx=50, pady=50)  
label.pack ()  
  
# random word generator:  
import random  
  
with open ("Catchphrase-Words.txt", "r") as file:  
 allText = file.read ()  
 words = list (map (str, allText.splitlines ()))  
 # print random string  
 print (random.choice (words))  
  
# beeper  
from playsound import playsound  
import random  
  
BEEPER = ('catchphrase.mp3', 'catchphrase\_26\_sec.mp3', 'catchphrase\_15\_sec.mp3', 'catchphrase\_36\_sec')  
playsound (random.choice (BEEPER))  
  
  
'''create button'''  
#define myClick function  
def myClick():  
 print (random.choice (words))  
  
#define timer function  
def timer():  
 playsound (random.choice (BEEPER))  
  
  
button = Button (window, text='Start/Next', command=lambda: [myClick (), timer ()], padx=10, pady=20)  
  
button.pack ()  
button.config (font=('Ink Free', 50, 'bold'))  
button.config (bg='#fffb1f')  
button.config (fg='#50288C')  
window.mainloop ()  
  
if \_\_name\_\_ == '\_\_main\_\_':  
 main ()

23:48

from playsound import playsound  
import random  
  
from tkinter import \*  
  
# create window with button  
window = Tk ()  
window.geometry ('300x300')  
  
# create label  
label = Label (window, text='''To gain points, make sure someone from your   
team isn't caught holding the Catchphrase   
game unit when the timer runs out!''', padx=50, pady=50)  
label.pack ()  
  
  
# random word generator:  
  
with open ("Catchphrase-Words.txt", "r") as file:  
 allText = file.read ()  
 words = list (map (str, allText.splitlines ()))  
 # print random string  
 print (random.choice (words))  
  
# beeper  
  
BEEPER = ('catchphrase.mp3', 'catchphrase\_26\_sec.mp3', 'catchphrase\_15\_sec.mp3')  
playsound (random.choice (BEEPER))  
  
  
# create button  
# start/next button  
  
  
  
  
def myClick():  
 print (random.choice (words))  
  
  
def timer():  
 playsound (random.choice (BEEPER))  
  
  
button = Button (window, text='Start/Next', command=lambda: [myClick (), timer ()], padx=10, pady=20)  
  
button.pack ()  
button.config (font=('Ink Free', 50, 'bold'))  
button.config (bg='#fffb1f')  
button.config (fg='#50288C')  
window.mainloop ()

23:57

import random   
  
# random word generator:  
with open ("Catchphrase-Words.txt", "r") as file:  
 allText = file.read ()  
 words = list (map (str, allText.splitlines ()))  
 # print random string  
 print (random.choice (words))  
  
# beeper  
from playsound import playsound  
import random  
  
BEEPER = ('catchphrase.mp3', 'catchphrase\_26\_sec.mp3', 'catchphrase\_15\_sec.mp3')  
playsound (random.choice (BEEPER))  
  
# start/next button  
from tkinter import \*  
  
# create window with button  
window = Tk ()  
window.geometry ('300x300')  
  
# create label  
label = Label (window, text='''To gain points, make sure someone from your   
team isn't caught holding the Catchphrase   
game unit when the timer runs out!''', padx=50, pady=50)  
label.pack ()  
  
  
def myClick():  
 print (random.choice (words))  
  
def timer():  
 playsound (random.choice (BEEPER))  
  
button = Button (window, text='Start/Next', command=lambda: [myClick (), timer ()], padx=10, pady=20)  
button.pack ()  
button.config (font=('Ink Free', 50, 'bold'))  
button.config (bg='#fffb1f')  
button.config (fg='#50288C')  
window.mainloop ()

scratch file 00:25

from tkinter import \*  
  
count=0  
  
def myClick():  
 global count  
 count+=1  
 label2.config(text=count)  
  
# create window with button  
window = Tk ()  
window.geometry ('400x400')  
  
# create label  
label = Label (window, text='''To gain points, make sure someone from your  
team isn't caught holding the Catchphrase  
game unit when the timer runs out!''', padx=50, pady=50)  
label.pack ()  
  
button = Button (window, text='Start/Next', padx=10, pady=20)  
button.pack ()  
button.config(command=myClick)  
button.config (font=('Ink Free', 50, 'bold'))  
button.config (activebackground='#fffb1f')  
button.config (fg='#50288C')  
  
label2=Label(window, text=count)  
label2.config(font=('Monospace', 50, 'bold'))  
label2.pack()  
window.mainloop ()

00:34

import random  
  
# random word generator:  
with open ("Catchphrase-Words.txt", "r") as file:  
 allText = file.read ()  
 words = list (map (str, allText.splitlines ()))  
 # print random string  
 print (random.choice (words))  
  
# beeper  
from playsound import playsound  
import random  
  
BEEPER = ('catchphrase.mp3', 'catchphrase\_26\_sec.mp3', 'catchphrase\_15\_sec.mp3')  
playsound (random.choice (BEEPER))  
  
# start/next button  
from tkinter import \*  
  
# create window with button  
window = Tk ()  
window.geometry ('300x300')  
  
# create label  
label = Label (window, text='''To gain points, make sure someone from your   
team isn't caught holding the Catchphrase   
game unit when the timer runs out!''', padx=50, pady=50)  
label.pack ()  
  
  
def myClick():  
 print (random.choice (words))  
  
def timer():  
 playsound (random.choice (BEEPER))  
  
button = Button (window, text='Start/Next', command=lambda: [myClick (), timer ()], padx=10, pady=20)  
button.pack ()  
button.config (font=('Ink Free', 50, 'bold'))  
button.config (bg='#fffb1f')  
button.config (fg='#50288C')  
window.mainloop ()

00:36

from tkinter import \*  
import random  
  
  
  
  
with open ("Catchphrase-Words.txt", "r") as file:  
 allText = file.read ()  
 words = list (map (str, allText.splitlines ()))  
 # print random string  
 print (random.choice (words))  
  
def myClick():  
 print (random.choice (words))  
 label2.config(text=words)  
  
# create window with button  
window = Tk ()  
window.geometry ('400x400')  
  
# create label  
label = Label (window, text='''To gain points, make sure someone from your  
team isn't caught holding the Catchphrase  
game unit when the timer runs out!''', padx=50, pady=50)  
label.pack ()  
  
button = Button (window, text='Start/Next', padx=10, pady=20)  
button.pack ()  
button.config(command=myClick)  
button.config (font=('Ink Free', 50, 'bold'))  
button.config (activebackground='#fffb1f')  
button.config (fg='#50288C')  
  
label2=Label(window, text=random.choice (words))  
label2.config(font=('Monospace', 10, 'bold'))  
label2.pack()  
window.mainloop ()

00:43

from tkinter import \*  
import random  
  
  
  
  
with open ("Catchphrase-Words.txt", "r") as file:  
 allText = file.read ()  
 words = list (map (str, allText.splitlines ()))  
 # print random string  
 print (random.choice (words))  
  
def myClick():  
 print (random.choice (words))  
 label2.config(text=random.choice(words))  
  
# create window with button  
window = Tk ()  
window.geometry ('400x400')  
  
# create label  
label = Label (window, text='''To gain points, make sure someone from your  
team isn't caught holding the Catchphrase  
game unit when the timer runs out!''', padx=50, pady=50)  
label.pack ()  
  
button = Button (window, text='Start/Next', padx=10, pady=20)  
button.pack ()  
button.config(command=myClick)  
button.config (font=('Ink Free', 50, 'bold'))  
button.config (activebackground='#fffb1f')  
button.config (fg='#50288C')  
  
label2=Label(window, text=random.choice(words))  
label2.config(font=('Monospace', 10, 'bold'))  
label2.pack()  
window.mainloop ()

00:50

from tkinter import \*  
import random  
  
  
  
#random word generator  
with open ("Catchphrase-Words.txt", "r") as file:  
 allText = file.read ()  
 words = list (map (str, allText.splitlines ()))  
 # print random string  
 print (random.choice (words))  
  
def myClick():  
 print (random.choice (words))  
 label2.config(text=random.choice(words))  
  
# create window with button  
window = Tk ()  
window.geometry ('400x400')  
  
# create label  
label = Label (window, text='''To gain points, make sure someone from your  
team isn't caught holding the Catchphrase  
game unit when the timer runs out!''', padx=50, pady=40)  
label.pack ()  
  
#create button  
button = Button (window, text='Start/Next', padx=10, pady=20)  
button.pack ()  
button.config(command=myClick)  
button.config (font=('Ink Free', 30, 'bold'))  
button.config (activebackground='#fffb1f')  
button.config (fg='#50288C')  
  
#word generator in the window  
label2=Label(window, text=random.choice(words), padx=10, pady=10)  
label2.config(font=('Monospace', 40, 'bold'))  
label2.pack()  
window.mainloop ()

01:05

from tkinter import \*  
import random  
  
from playsound import playsound  
BEEPER = ('catchphrase.mp3', 'catchphrase\_26\_sec.mp3', 'catchphrase\_15\_sec.mp3')  
  
# create window with button  
window = Tk ()  
window.geometry ('400x400')  
  
#random word generator  
with open ("Catchphrase-Words.txt", "r") as file:  
 allText = file.read ()  
 words = list (map (str, allText.splitlines ()))  
 # print random string  
 print (random.choice (words))  
  
#define myClick function:  
def myClick():  
 print (random.choice (words))  
 label2.config(text=random.choice(words))  
  
#define timer function:  
def timer():  
 playsound (random.choice (BEEPER))  
 label3.config(playsound (random.choice (BEEPER)))  
  
  
# create label  
label = Label (window, text='''To gain points, make sure someone from your  
team isn't caught holding the Catchphrase  
game unit when the timer runs out!''', padx=50, pady=40)  
label.pack ()  
  
#create button  
button = Button (window, text='Start/Next', padx=10, pady=20)  
button.pack ()  
button.config(command=lambda: [myClick (), timer ()])  
button.config (font=('Ink Free', 30, 'bold'))  
button.config (activebackground='#fffb1f')  
button.config (fg='#50288C')  
  
#word generator in the window  
label2=Label(window, text=random.choice(words), padx=10, pady=10)  
label2.config(font=('Monospace', 40, 'bold'))  
label2.pack()  
  
  
window.mainloop ()

01:19

from tkinter import \*  
import random  
  
from playsound import playsound  
BEEPER = ('catchphrase.mp3', 'catchphrase\_26\_sec.mp3', 'catchphrase\_15\_sec.mp3')  
  
# create window with button  
root = Tk ()  
root.geometry ('400x400')  
  
#random word generator  
with open ("Catchphrase-Words.txt", "r") as file:  
 allText = file.read ()  
 words = list (map (str, allText.splitlines ()))  
 # print random string  
 print (random.choice (words))  
  
#define timer function:  
def timer():  
 playsound (random.choice (BEEPER))  
  
#define myClick function:  
def myClick():  
 while timer is True:  
 print (random.choice (words))  
 label2.config(text=random.choice(words))  
  
  
  
# create label  
label = Label (root, text='''To gain points, make sure someone from your  
team isn't caught holding the Catchphrase  
game unit when the timer runs out!''', padx=50, pady=40)  
label.pack ()  
  
#create button  
button = Button (root, text='Start/Next', padx=10, pady=20)  
button.pack ()  
button.config(command=lambda: [myClick (), timer ()])  
button.config (font=('Ink Free', 20, 'bold'))  
button.config (activebackground='#fffb1f')  
button.config (fg='#50288C')  
  
#word generator in the window  
label2=Label(root, text=random.choice(words), padx=10, pady=10)  
label2.config(font=('Monospace', 30, 'bold'))  
label2.pack()  
  
  
root.mainloop ()