**ROCK PAPER SCISSOR GAME**

import tkinter as tk

from tkinter import messagebox

from PIL import Image, ImageTk

import random

user\_score = 0

computer\_score = 0

def get\_computer\_choice():

choices = ["Stone", "Paper", "Scissors"]

return random.choice(choices)

def check\_winner(user\_choice, computer\_choice):

if user\_choice == computer\_choice:

return "It's a tie!"

elif (

(user\_choice == "Stone" and computer\_choice == "Scissors") or

(user\_choice == "Paper" and computer\_choice == "Stone") or

(user\_choice == "Scissors" and computer\_choice == "Paper")

):

return "You win!"

else:

return "Computer wins!"

def play\_game(user\_choice):

global user\_score, computer\_score

computer\_choice = get\_computer\_choice()

result = check\_winner(user\_choice, computer\_choice)

update\_score(result)

messagebox.showinfo("Result", f"Your choice: {user\_choice}\nComputer's choice: {

computer\_choice}\n{result}\n\nUser Score: {user\_score}\nComputer Score: {computer\_score}")

def update\_score(result):

global user\_score, computer\_score

if "You win!" in result:

user\_score += 1

elif "Computer wins!" in result:

computer\_score += 1

score\_label.config(text=f"User Score: {

user\_score} Computer Score: {computer\_score}")

def main():

global user\_score, computer\_score

window = tk.Tk()

window.title("Welcome to rock paper scissors game")

window.geometry("300x400") # Set window size

# Background color

background\_color = "#cce5ff" # Light blue

window.configure(bg=background\_color)

# Game heading

heading\_label = tk.Label(window, text="Welcome to Rock Paper Scissors", font=(

"Helvetica", 16), bg=background\_color)

heading\_label.pack(pady=10)

# Load images for buttons

stone\_img = ImageTk.PhotoImage(Image.open("stone.png").resize((50, 50)))

paper\_img = ImageTk.PhotoImage(Image.open("paper.png").resize((50, 50)))

scissors\_img = ImageTk.PhotoImage(

Image.open("scissors.png").resize((50, 50)))

# Create image buttons vertically aligned

stone\_button = tk.Button(window, image=stone\_img, command=lambda: play\_game(

"Stone"), bg=background\_color)

stone\_button.image = stone\_img

stone\_button.pack(pady=10)

paper\_button = tk.Button(window, image=paper\_img, command=lambda: play\_game(

"Paper"), bg=background\_color)

paper\_button.image = paper\_img

paper\_button.pack(pady=10)

scissors\_button = tk.Button(window, image=scissors\_img, command=lambda: play\_game(

"Scissors"), bg=background\_color)

scissors\_button.image = scissors\_img

scissors\_button.pack(pady=10)

# Score labels

global score\_label

score\_label = tk.Label(window, text=f"User Score: {user\_score} Computer Score: {

computer\_score}", font=("Helvetica", 14), bg=background\_color)

score\_label.pack(pady=10)

quit\_button = tk.Button(window, text="Quit",

command=window.destroy, bg=background\_color)

quit\_button.pack(pady=10)

window.mainloop()

if \_name\_ == "\_main\_":

main()