

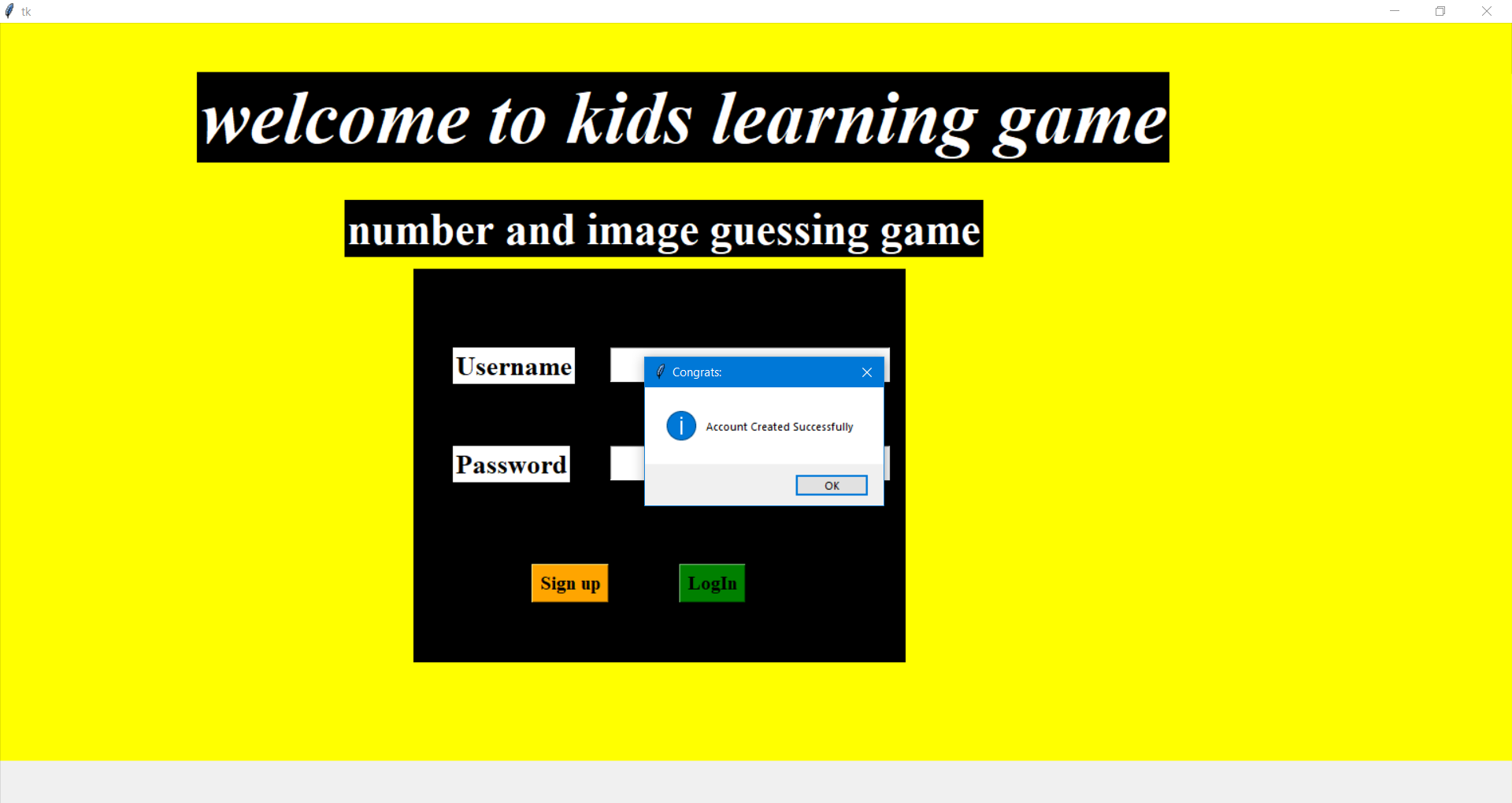
Home page:



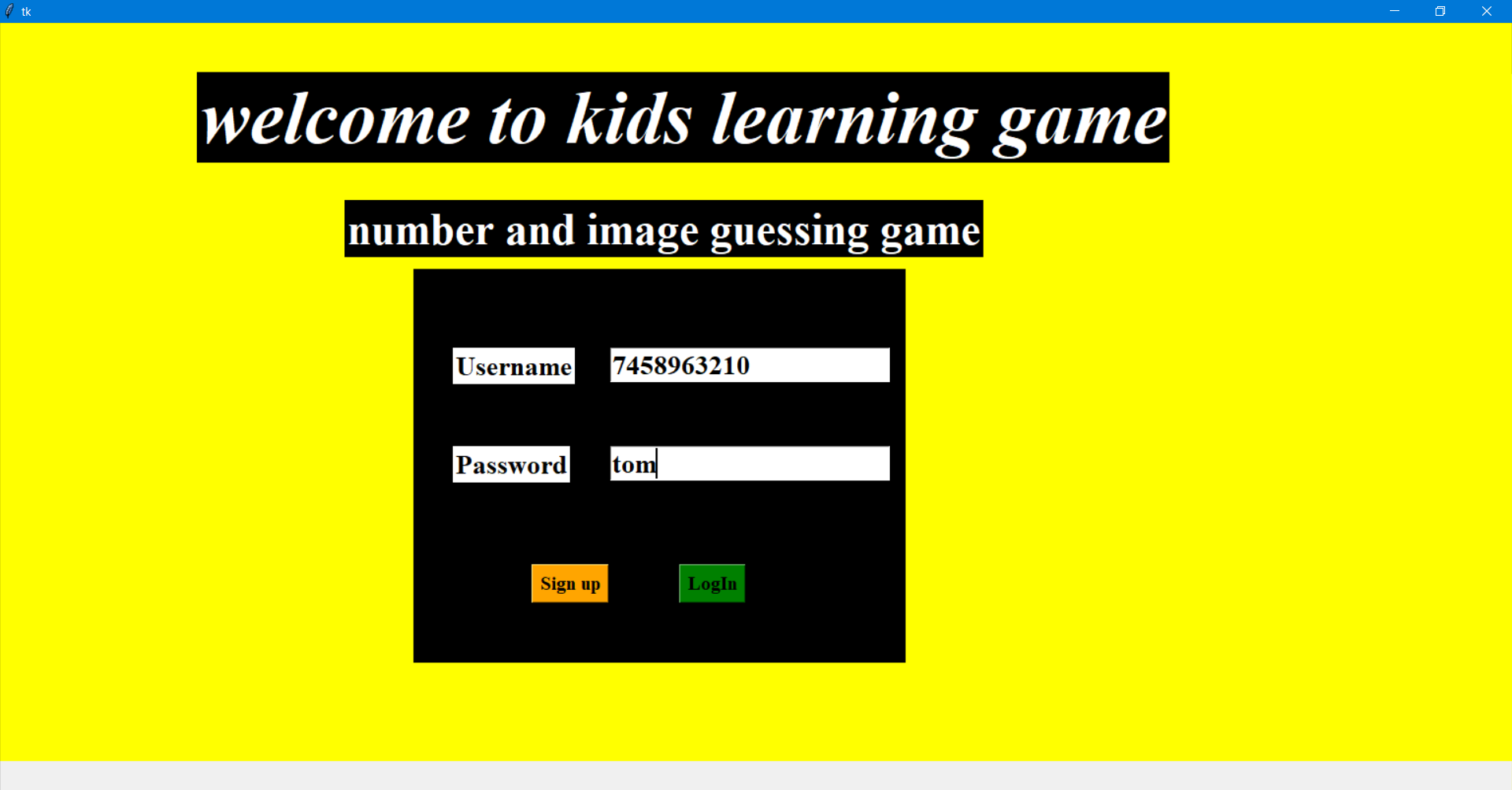
Create Account in Database:

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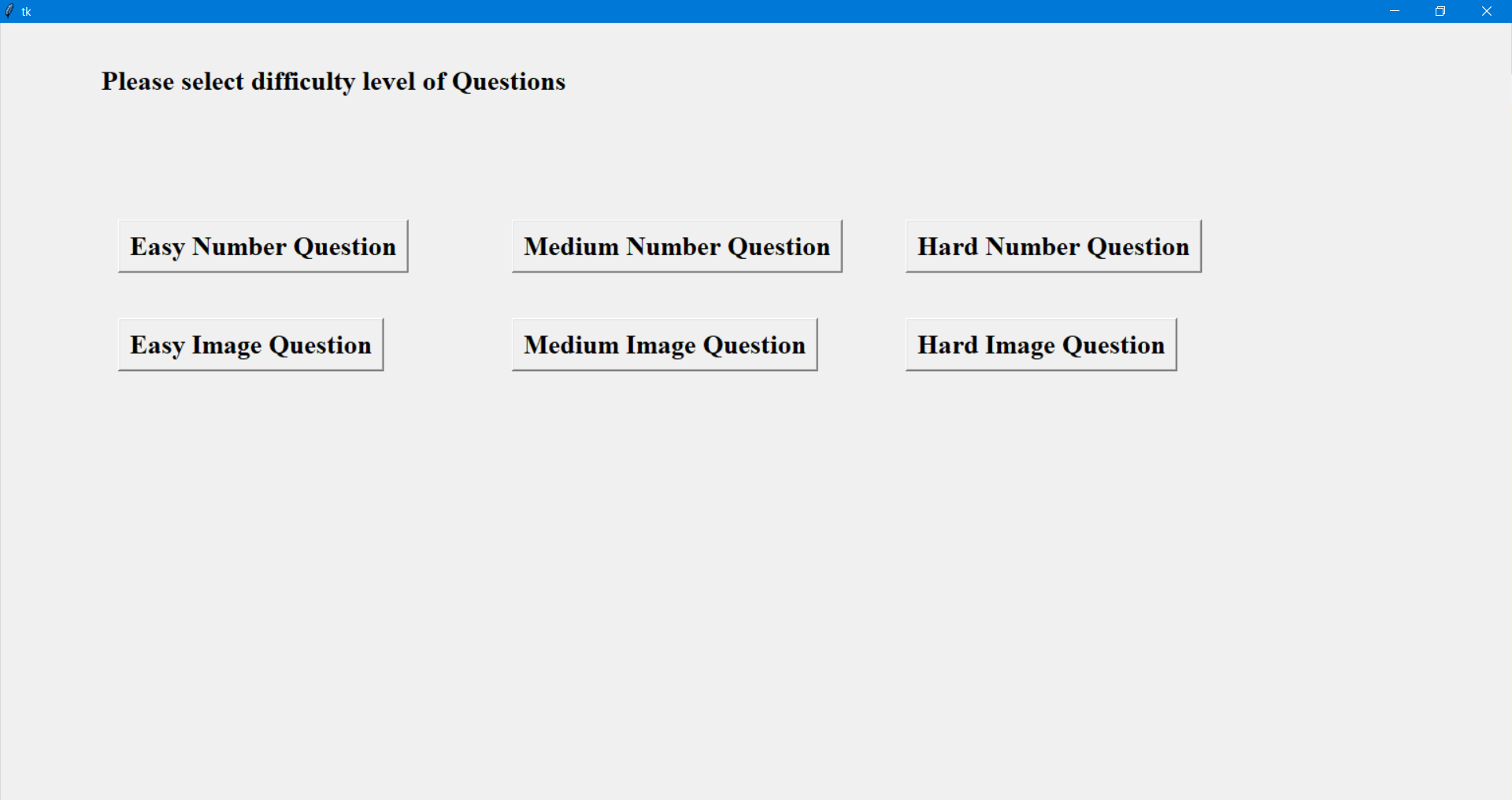
When the account is created:

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Logging in:

****

Choose the type of quiz:

****

Numbers Identifying Quiz:

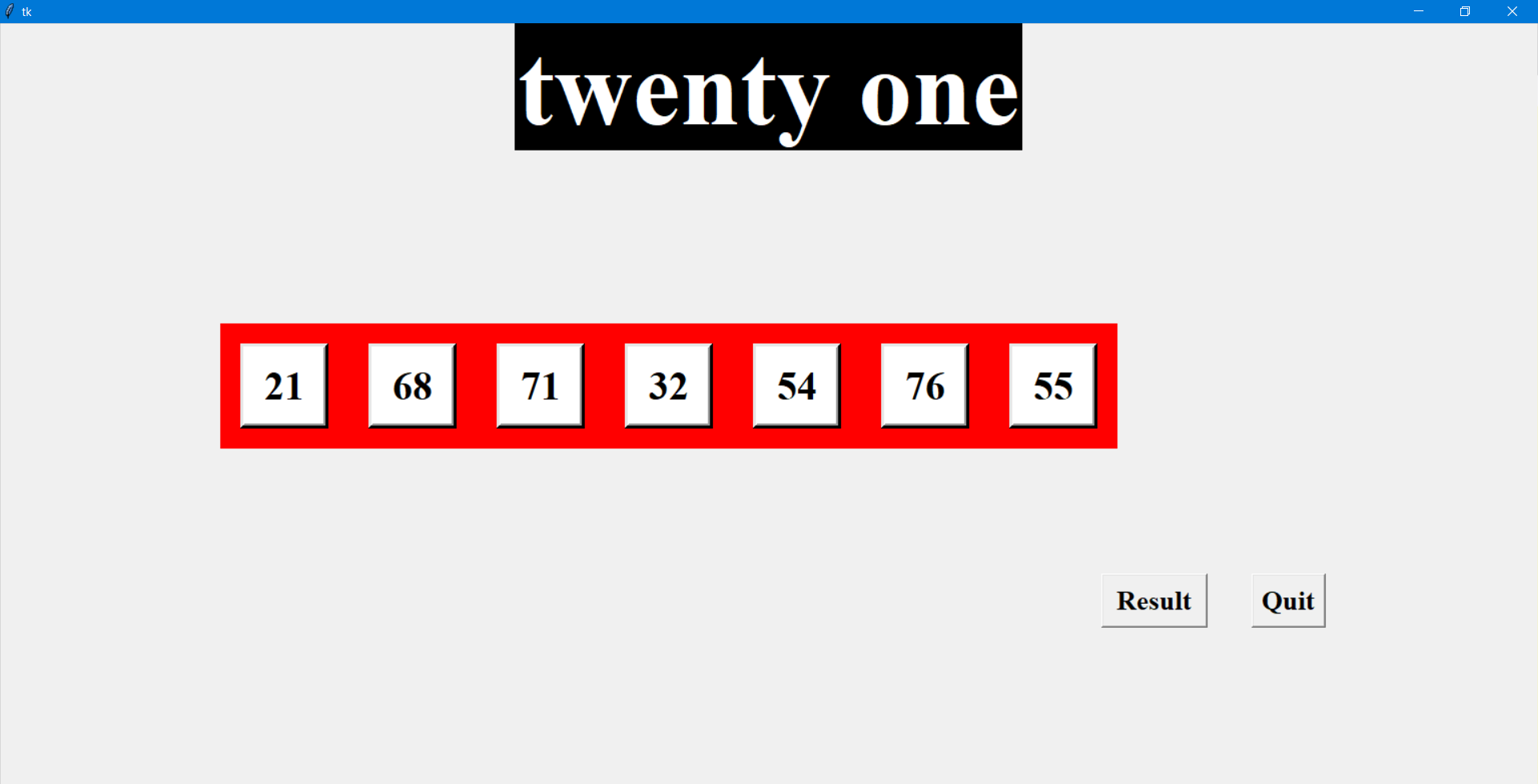
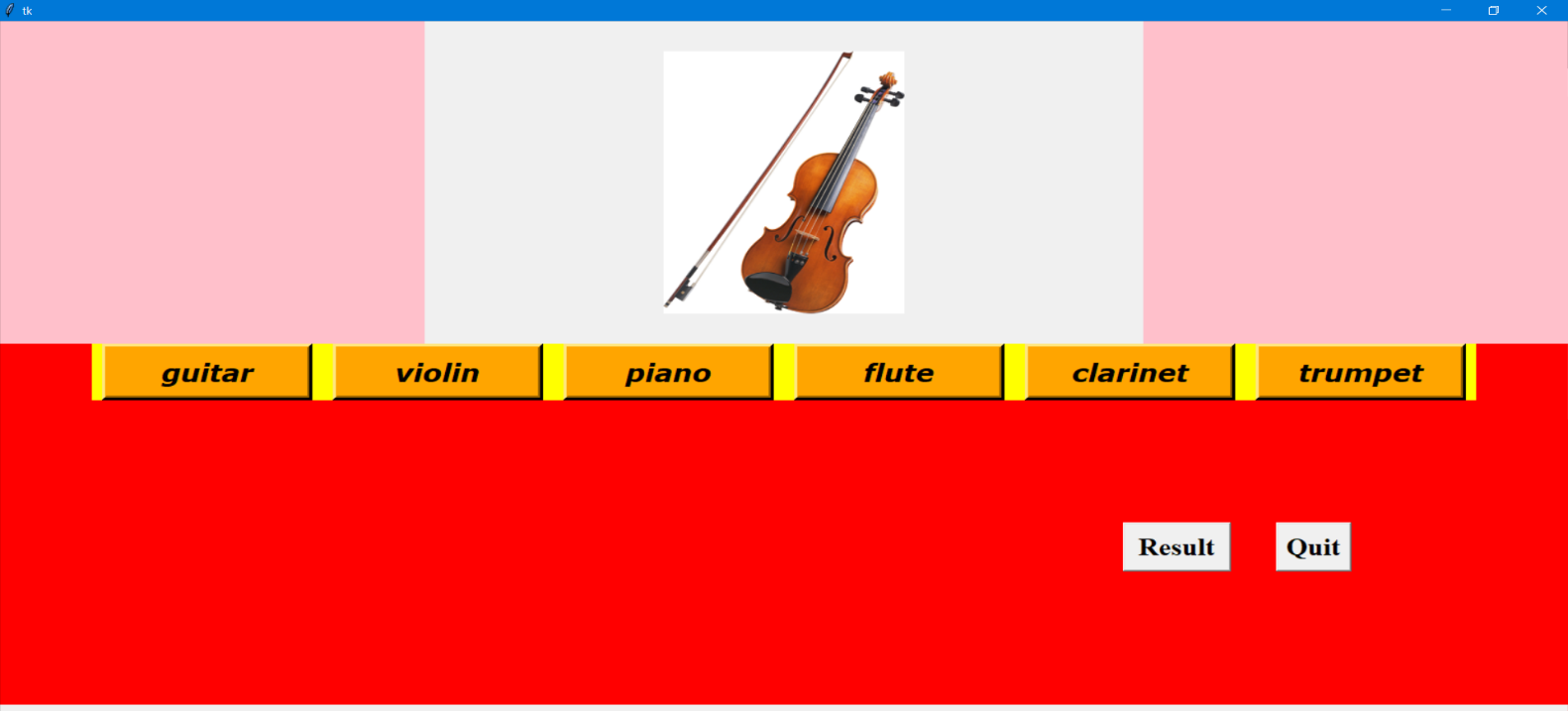
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Image Identifying Quiz:

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**SOURCE CODE:**

from tkinter import \*

from functools import \*

from tkinter import messagebox

import random

import sqlite3

root=Tk()

root.geometry('1600x750')

#root.configure(bg="pink")

class score:

right=0

wrong=0

def \_\_init\_\_(self):

self.right=0

self.wrong=0

def right\_ans(self):

self.right=self.right+1

print('new right score ',self.right)

def wrong\_ans(self):

self.wrong=self.wrong+1

def total\_right(self):

return self.right

def total\_wrong(self):

return self.wrong

s=score()

def disp\_result(sc):

win=Tk()

win.geometry('500x300')

l1=Label(win,text='Right answers: '+str(sc.total\_right()),font=('times new roman',30,'bold'))

l1.place(x=20,y=20)

l2=Label(win,text='Wrong answers: '+str(sc.total\_wrong()),font=('times new roman',30,'bold'))

l2.place(x=20,y=120)

print('Right answers: ',sc.right)

print('Wrong answers: ',sc.wrong)

win.mainloop()

def image(string):

frame\_option.destroy()

s1=score()

if(string=='Easy Image Question'):

def easy\_image():

def clr():

butt\_frame.destroy()

image\_frame.destroy()

ani\_frame.destroy()

easy\_image()

def check(inp):

if name==inp:

messagebox.showinfo("successfull","won the game")

s1.right\_ans()

clr()

else:

s1.wrong\_ans()

ans=messagebox.askquestion("failed","sorry wanna try again")

if(ans!='yes'):

clr()

image\_frame=Frame(root,width=1600,height=750,bg='red')

image\_frame.place(x=0,y=0)

g=["dog","elephant","horse","lion","monkey","rabbit"]

name=random.choice(g)

ani\_frame=Frame(root, bg="pink")

ani\_frame.pack(side=TOP, fill=X)

image\_lable=Label(ani\_frame,width=700,height=350)

img\_loc=name+".png"

image\_lable.img=PhotoImage(file=img\_loc)

image\_lable["image"]=image\_lable.img

image\_lable.pack()

butt\_frame=Frame(root,bg='yellow')

butt\_frame.pack()

p="dog"

but1=Button(butt\_frame,text=p,font="verdana 20 bold italic",bg="orange",fg="black",bd=5,width=10,command=partial(check,p))

but1.pack(side=LEFT,padx=10)

q="elephant"

but2=Button(butt\_frame,text=q,font="verdana 20 bold italic",bg="orange",fg="black",bd=5,width=10,command=partial(check,q))

but2.pack(side=LEFT,padx=10)

r="horse"

but3=Button(butt\_frame,text=r,font="verdana 20 bold italic",bg="orange",fg="black",bd=5,width=10,command=partial(check,r))

but3.pack(side=LEFT,padx=10)

s="lion"

but6=Button(butt\_frame,text=s,font="verdana 20 bold italic",bg="orange",fg="black",bd=5,width=10,command=partial(check,s))

but6.pack(side=LEFT,padx=10)

t="monkey"

but4=Button(butt\_frame,text=t,font="verdana 20 bold italic",bg="orange",fg="black",bd=5,width=10,command=partial(check,t))

but4.pack(side=LEFT,padx=10)

u="rabbit"

but5=Button(butt\_frame,text=u,font="verdana 20 bold italic",bg="orange",fg="black",bd=5,width=10,command=partial(check,u))

but5.pack(side=LEFT,padx=10)

result\_show=Button(root,text='Result',width=6,font=('times new roman',20,'bold'),command=lambda:disp\_result(s1))

result\_show.place(x=1100,y=550)

quit\_button=Button(root,text='Quit',width=4,font=('times new roman',20,'bold'),command=root.destroy)

quit\_button.place(x=1250,y=550)

easy\_image()

elif(string=='Medium Image Question'):

def med\_image():

def clr():

butt\_frame.destroy()

image\_frame.destroy()

ani\_frame.destroy()

med\_image()

def check(inp):

if name==inp:

messagebox.showinfo("successfull","won the game")

s1.right\_ans()

clr()

else:

s1.wrong\_ans()

ans=messagebox.askquestion("failed","sorry wanna try again")

if(ans!='yes'):

clr()

image\_frame=Frame(root,width=1600,height=750,bg='red')

image\_frame.place(x=0,y=0)

g=["truck","bus","ship","tractor","car","aeroplane"]

name=random.choice(g)

ani\_frame=Frame(root, bg="pink")

ani\_frame.pack(side=TOP, fill=X)

image\_lable=Label(ani\_frame,width=700,height=350)

img\_loc=name+".png"

image\_lable.img=PhotoImage(file=img\_loc)

image\_lable["image"]=image\_lable.img

image\_lable.pack()

butt\_frame=Frame(root,bg='yellow')

butt\_frame.pack()

p="truck"

but1=Button(butt\_frame,text=p,font="verdana 20 bold italic",bg="orange",fg="black",bd=5,width=10,command=partial(check,p))

but1.pack(side=LEFT,padx=10)

q="bus"

but2=Button(butt\_frame,text=q,font="verdana 20 bold italic",bg="orange",fg="black",bd=5,width=10,command=partial(check,q))

but2.pack(side=LEFT,padx=10)

r="ship"

but3=Button(butt\_frame,text=r,font="verdana 20 bold italic",bg="orange",fg="black",bd=5,width=10,command=partial(check,r))

but3.pack(side=LEFT,padx=10)

s="tractor"

but6=Button(butt\_frame,text=s,font="verdana 20 bold italic",bg="orange",fg="black",bd=5,width=10,command=partial(check,s))

but6.pack(side=LEFT,padx=10)

t="car"

but4=Button(butt\_frame,text=t,font="verdana 20 bold italic",bg="orange",fg="black",bd=5,width=10,command=partial(check,t))

but4.pack(side=LEFT,padx=10)

u="aeroplane"

but5=Button(butt\_frame,text=u,font="verdana 20 bold italic",bg="orange",fg="black",bd=5,width=10,command=partial(check,u))

but5.pack(side=LEFT,padx=10)

result\_show=Button(root,text='Result',width=6,font=('times new roman',20,'bold'),command=lambda:disp\_result(s1))

result\_show.place(x=1100,y=550)

quit\_button=Button(root,text='Quit',width=4,font=('times new roman',20,'bold'),command=root.destroy)

quit\_button.place(x=1250,y=550)

med\_image()

elif(string=='Hard Image Question'):

def hard\_image():

def clr():

butt\_frame.destroy()

image\_frame.destroy()

ani\_frame.destroy()

hard\_image()

def check(inp):

if name==inp:

messagebox.showinfo("successfull","won the game")

s1.right\_ans()

clr()

else:

s1.wrong\_ans()

ans=messagebox.askquestion("failed","sorry wanna try again")

if(ans!='yes'):

clr()

image\_frame=Frame(root,width=1600,height=750,bg='red')

image\_frame.place(x=0,y=0)

g=["guitar","violin","piano","flute","clarinet","trumpet"]

name=random.choice(g)

ani\_frame=Frame(root, bg="pink")

ani\_frame.pack(side=TOP, fill=X)

image\_lable=Label(ani\_frame,width=700,height=350)

img\_loc=name+".png"

image\_lable.img=PhotoImage(file=img\_loc)

image\_lable["image"]=image\_lable.img

image\_lable.pack()

butt\_frame=Frame(root,bg='yellow')

butt\_frame.pack()

p="guitar"

but1=Button(butt\_frame,text=p,font="verdana 20 bold italic",bg="orange",fg="black",bd=5,width=10,command=partial(check,p))

but1.pack(side=LEFT,padx=10)

q="violin"

but2=Button(butt\_frame,text=q,font="verdana 20 bold italic",bg="orange",fg="black",bd=5,width=10,command=partial(check,q))

but2.pack(side=LEFT,padx=10)

r="piano"

but3=Button(butt\_frame,text=r,font="verdana 20 bold italic",bg="orange",fg="black",bd=5,width=10,command=partial(check,r))

but3.pack(side=LEFT,padx=10)

s="flute"

but6=Button(butt\_frame,text=s,font="verdana 20 bold italic",bg="orange",fg="black",bd=5,width=10,command=partial(check,s))

but6.pack(side=LEFT,padx=10)

t="clarinet"

but4=Button(butt\_frame,text=t,font="verdana 20 bold italic",bg="orange",fg="black",bd=5,width=10,command=partial(check,t))

but4.pack(side=LEFT,padx=10)

u="trumpet"

but5=Button(butt\_frame,text=u,font="verdana 20 bold italic",bg="orange",fg="black",bd=5,width=10,command=partial(check,u))

but5.pack(side=LEFT,padx=10)

result\_show=Button(root,text='Result',width=6,font=('times new roman',20,'bold'),command=lambda:disp\_result(s1))

result\_show.place(x=1100,y=550)

quit\_button=Button(root,text='Quit',width=4,font=('times new roman',20,'bold'),command=root.destroy)

quit\_button.place(x=1250,y=550)

hard\_image()

print('hello')

def number(string):

frame\_option.destroy()

#print(button['text'])

def check(valt):

a=valt

b=str(val[pos])

if(a==b):

messagebox.showinfo("GUIDE","RIGHT ANSWER")

number\_frame.destroy()

button\_frame.destroy()

s.right\_ans()

number(string)

else:

s.wrong\_ans()

ans=messagebox.askquestion("failed","sorry wanna try again")

if(ans!='yes'):

number\_frame.destroy()

button\_frame.destroy()

number(string)

if(string=='Easy Number Question'):

print('Coming to found==1')

li=["five","six","seven","one","two","three","four","eight","nine"]

val=[5,6,7,1,2,3,4,8,9]

elif(string=='Medium Number Question'):

print('Coming to found==2')

li=["Fifty five","Seventy six","seventy one","twenty one","thirty two","fourty three","fifty four","sixty eight","twenty nine"]

val=[55,76,71,21,32,43,54,68,29]

elif(string=='Hard Number Question'):

li=["Nine thousand nine Hundred Fifty five","Seven Thousand Seven Hundred Seventy six","Eighty Thousand one Hundred seventy one","Two Hundred twenty one","Five Hundred thirty two","Four Hundred fourty three","Seven Hundred fifty four","Two Hundred sixty eight","One Hundred twenty nine"]

val=[9955,7776,8171,221,532,443,754,268,129]######################################################

copy\_of\_val=val[:]

m=random.choice(li)

pos=li.index(m)

print('Print: ',copy\_of\_val)

number\_frame=Frame(root,bg='orange',height=750,width=1600)

number\_frame.pack()

la=Label(number\_frame,text=m,bg="black",fg="white",font=("times new roman",80,"bold"))

la.pack(fill=X)

finlist=[]

for i in range(7):

b=random.choice(copy\_of\_val)

finlist.append(b)

copy\_of\_val.remove(b)

if (val[pos] in finlist):

finlist.remove(val[pos])

finlist.append(val[pos])

bu=[]

button\_frame=Frame(root,bg='red',height=200,width=800)

button\_frame.place(x=220,y=300)

print(finlist)

for i in range(len(finlist)):

for j in range(len(finlist)):

p1=random.choice(finlist)

finlist.remove(p1)

bu.append(Button(button\_frame,text=str(p1),width=3,font=('times new roman',30,'bold'),bd=5,relief=RAISED,bg='white',command=partial(check,str(p1))))

bu[-1].pack(side=LEFT,padx=20,pady=20)

result\_show=Button(root,text='Result',width=6,font=('times new roman',20,'bold'),command=lambda:disp\_result(s))

result\_show.place(x=1100,y=550)

quit\_button=Button(root,text='Quit',width=4,font=('times new roman',20,'bold'),command=root.destroy)

quit\_button.place(x=1250,y=550)

def option():

global frame\_option

frame\_option=Frame(root,height=750,width=1600)

frame\_option.pack()

#top\_frame.destroy()

#login\_frame.destroy()

select\_label=Label(frame\_option,text='Please select difficulty level of Questions',font=("times new roman",20,"bold"))

select\_label.place(x=100,y=40)

enq='Easy Number Question'

easy\_num\_button=Button(frame\_option,text=enq,font=("times new roman",20,"bold"),command=lambda:number('Easy Number Question'))

easy\_num\_button.place(x=120,y=200)

eiq='Easy Image Question'

easy\_img\_button=Button(frame\_option,text=eiq,font=("times new roman",20,"bold"),command=lambda:image('Easy Image Question'))

easy\_img\_button.place(x=120,y=300)

mnq='Medium Number Question'

med\_num\_button=Button(frame\_option,text=mnq,font=("times new roman",20,"bold"),command=lambda:number('Medium Number Question'))

med\_num\_button.place(x=520,y=200)

miq='Medium Image Question'

med\_img\_button=Button(frame\_option,text=miq,font=("times new roman",20,"bold"),command=lambda:image('Medium Image Question'))

med\_img\_button.place(x=520,y=300)

hnq='Hard Number Question'

hard\_num\_button=Button(frame\_option,text=hnq,font=("times new roman",20,"bold"),command=lambda:number('Hard Number Question'))

hard\_num\_button.place(x=920,y=200)

hiq='Hard Image Question'

hard\_img\_button=Button(frame\_option,text=hiq,font=("times new roman",20,"bold"),command=lambda:image('Hard Image Question'))

hard\_img\_button.place(x=920,y=300)

def game():

top\_frame.destroy()

e\_name=username\_entry.get()

e\_pass=password\_entry.get()

found=False

con=sqlite3.connect('game.db')

c=con.execute("select \* from sign\_up")

for x in c:

if(e\_name==x[0] and e\_pass==x[1]):

found=True

break

else:

found=False

con.commit()

if (found==True and (e\_name!="" and e\_pass!='')):

login\_frame.destroy()

option()

else:

messagebox.showinfo("Warning", "username or password is wrong")

top\_frame=Frame(root,bg='yellow',height=750,width=1600)

top\_frame.pack()

top\_label=Label(top\_frame, text="welcome to kids learning game",bg="black",fg="white",font=("times new roman",58,"bold italic"))

top\_label.place(x=200,y=50)

mid\_label=Label(top\_frame,text="number and image guessing game",bg="black",fg="white",font=("times new roman",34,'bold'))

mid\_label.place(x=350,y=180)

login\_frame=Frame(root,bg='black',height=400,width=500)

login\_frame.place(x=420,y=250)

username\_label=Label(login\_frame,text='Username',bg='white',font=('times new roman',20,'bold'))

username\_label.place(x=40,y=80)

username\_entry=Entry(login\_frame,font=('times new roman',20,'bold'))

username\_entry.place(x=200,y=80)

password\_label=Label(login\_frame,text='Password',bg='white',font=('times new roman',20,'bold'))

password\_label.place(x=40,y=180)

password\_entry=Entry(login\_frame,font=('times new roman',20,'bold'))

password\_entry.place(x=200,y=180)

def sign\_up():

win=Tk()

win.title('Sign up')

win.geometry('750x450')

win.configure(bg='Orange')

def save\_data():

print('Data saved')

found=False

password=pass\_entry.get()

mobile=int(name\_entry.get())

def check():

if(mobile>6666666666 and mobile<9999999999):

found=True

else:

found=False

ans=messagebox.askquestion('Warning','Not valid number...Want to try again')

if(ans=='yes'):

win.destroy()

sign\_up()

check()

if((mobile=='' or password=='') and found==False):

message=messagebox.showinfo('Warning: ','Enter the correct data')

else:

con=sqlite3.connect('game.db')

#con.execute("create table sign\_up(username varchar(50),password varchar(50));")

con.execute("insert into sign\_up(username,password)values(?,?)",(mobile,password))

con.commit()

win.destroy()

message=messagebox.showinfo('Congrats: ','Account Created Successfully')

con.commit()

name\_label=Label(win,text='Enter Mobile No:',fg='white',font=('times new roman',15,'bold'),bg='black',padx=10,pady=5)

name\_label.place(x=100,y=90)

name\_entry=Entry(win,font=('times new roman',20,'bold'))

name\_entry.place(x=350,y=90)

pass\_label=Label(win,text=' Password ',fg='white',font=('times new roman',15,'bold'),bg='black',padx=10,pady=5)

pass\_label.place(x=100,y=200)

pass\_entry=Entry(win,font=('times new roman',20,'bold'))

pass\_entry.place(x=350,y=200)

sign\_button=Button(win,text=' Sign up ',fg='white',font=('times new roman',15,'bold'),bg='black',command=save\_data)

sign\_button.place(x=300,y=330)

win.mainloop()

signup\_button=Button(login\_frame,text='Sign up',font=('times new roman',15,'bold'),bg='Orange',command=sign\_up)

signup\_button.place(x=120,y=300)

login\_button=Button(login\_frame,text='LogIn',font=('times new roman',15,'bold'),bg='Green',command=game)

login\_button.place(x=270,y=300)

root.mainloop()

**BIBLIOGRAPHY:**

* **python.org**
* **tutorialspoint.com**
* **geeksforgeeks.org**