LOVELY PROFESSIONAL UNIVERSITY

Project Report on Word Puzzle Game

Course Name: - INT213

Python Programming

Submitted To

"School of Computer Science & Engineering"

Lovely Professional University

Submitted By: -

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Team Members & Responsibilities

Name	Role and Responsibility
Samriddh Yadav	GUI Designer. Designing the interface of the word game like the buttons and table for a user-friendly interface.
Jyotiraditya Singh	Back-End Developer. Creating the content inside the table for meaningful and fun game.
Bhagwat Kapoor	Integration Tester and Bug Fixer. To ensure the proper functioning of the problem and resolve any bugs which occurs in it.

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Introduction

Word Games (also called word game puzzles) are board games often designed to test ability with language or to explore its properties .

Word games are generally used as a source of entertainment ,but can additionally serve an educational
purpose. Young children can enjoy playing games
Such as Hangman, maturally developing important languages skills spellings. Well hanged man is a serious dark game, what we like to focus on is the development of the children.

Researchers have found that adults who regularly solve crossword puzzles while require similarity with a larger vocabulary, had better brain function later in life.

Project Description

This game will consist of table of with many alphabets set in a random order and many English meaningful words will be hidden between them user must find them one by one as soon as possible.

Either horizontally or vertically. At the right we will have “Submit” and “Quit” button.

They can then use submit button to check if they are correct.

At the last on finding all the words user can sit with the quit button to know their final score.

Python Module

Tkinter :-

Tkinter is the standard GUI library for python.
python combined with Tkinter provides a fast and easy way to create GUI applications .
Tkinter provides a powerful object oriented interface to the TK GUI toolkit.
Creating a GUI application using Tkinter is an easy task all you need to do is perform the following steps:

1. Import the Tkinter module .
2. Create the GUI application main window .
3. Add one or more of the above – mentioned widget to the GUI application.
4. Enter the main event loop to take action against such event triggered by the user.

Usage:
This module is used for the GUI of our program This is the main framework of our project which lets us display our program in a meaningful and friendly user interface. so that the game remains fun and enjoyable without any hassle.

Tkinter MessageBox:-

The messagebox module is used to display the message boxes in the python applications. There are the various functions which are used to display the relevant messages depending upon the application requirements.

Syntax:

messagebox.function_name(title, message [, options])

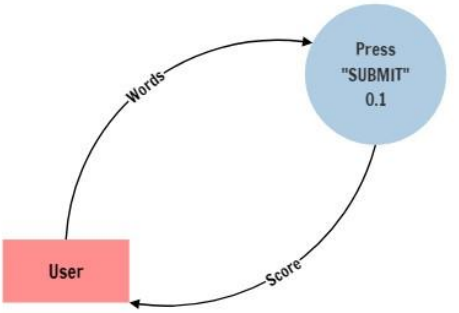
showinfo():

The showinfo() messagebox is used where we need to show some relevant information to the user.

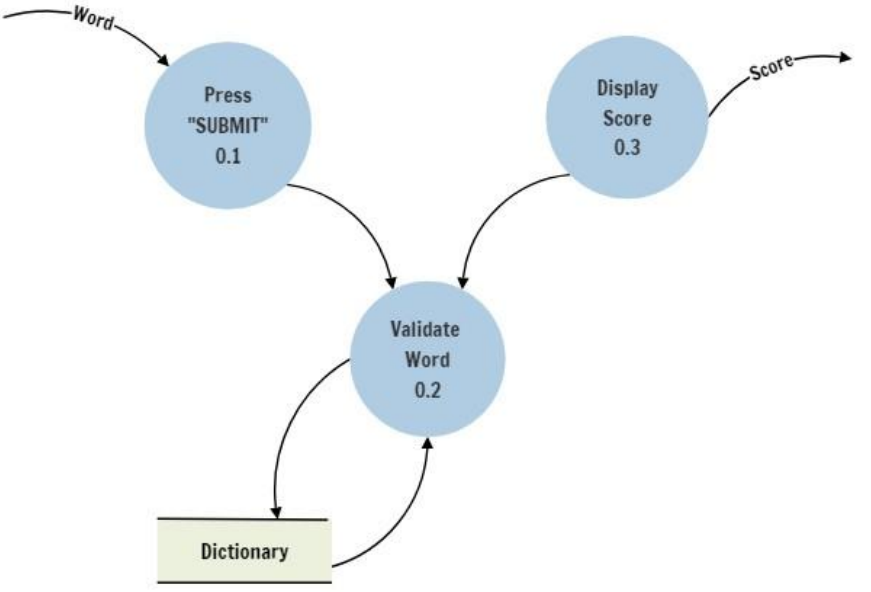
Design

DFD (Data Flow Diagram)

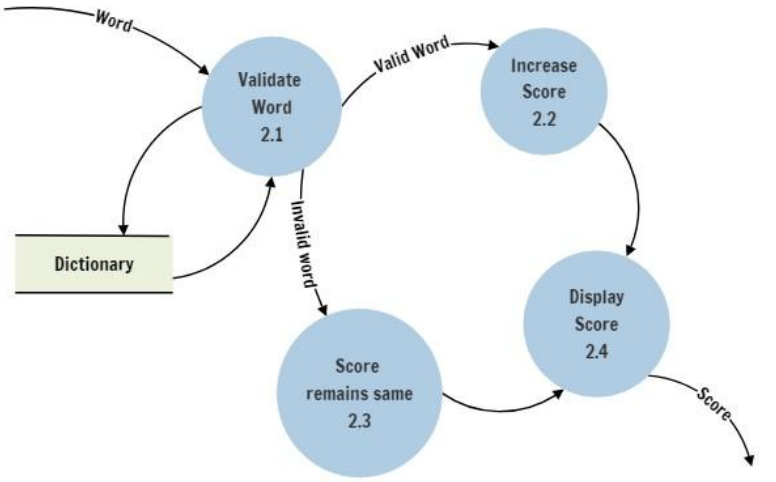
Level 0 DFD



Level 1 DFD



Level 2 DFD



Data Structures

Lists :-

Python Lists are ordered collections of data just like arrays in other programming languages. It allows different types of elements in the list. The implementation of Python List is similar to Vectors in C++ or ArrayList in JAVA. The costly operation is inserting or deleting the element from the beginning of the List as all the elements are needed to be shifted. Insertion and deletion at the end of the list can also become costly in the case where the preallocated memory becomes full.

We used “word_list” as a list of all the possible words that the user will be able to find in the given puzzle.

```
1  word_list = ['STUDY', 'TEST', 'LEARN', 'ANSWER','TEACH','DESK','WORK','TAPE','DONE','GLUE']
```

Alogrithms

Algorithm is a step-by-step procedure, which defines a set of instructions to be executed in a certain order to get the desired output. Algorithms are generally created independent of underlying languages, i.e. an algorithm can be implemented in more than one programming language.

Search Algorithm:-

We used search algorithm to search the word given by the user as a input, whether the input word is present in the python list ‘word_list’ or not.

Conclusion

The purpose of this project was to identify effective ideas to make up fun and interactive game.
With this project we were able to learn a good idea about the python GUI library like Tkinter.

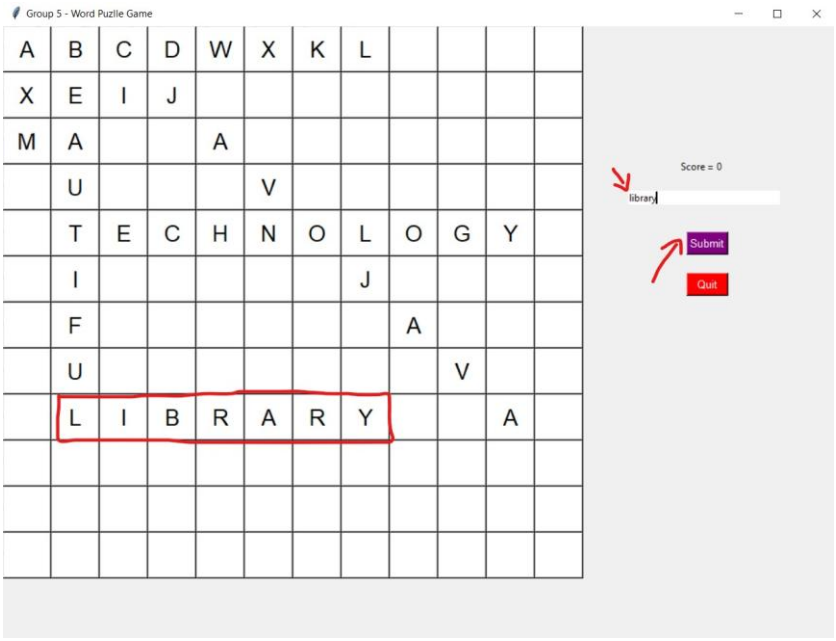
Secondly this project compelled us to check on a team enviroment which was an immense learning experience for all of us. We were able to learn time management and work discussion which helped with our efficiency of doing the project.

References

https://www.geeksforgeeks.org/
https://www.python.org/
https://stackoverflow.com

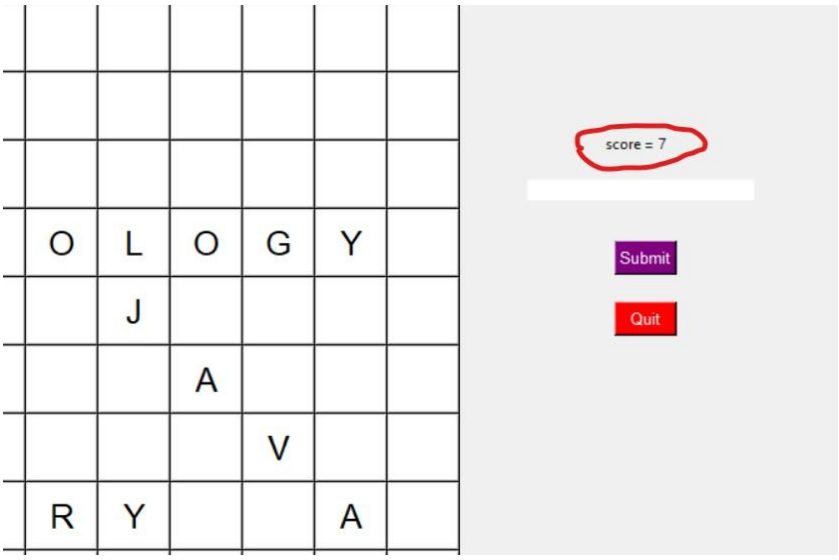
Implementation

1. User must find the words either HORIZONTALLY or VERTICALLY like shown below.

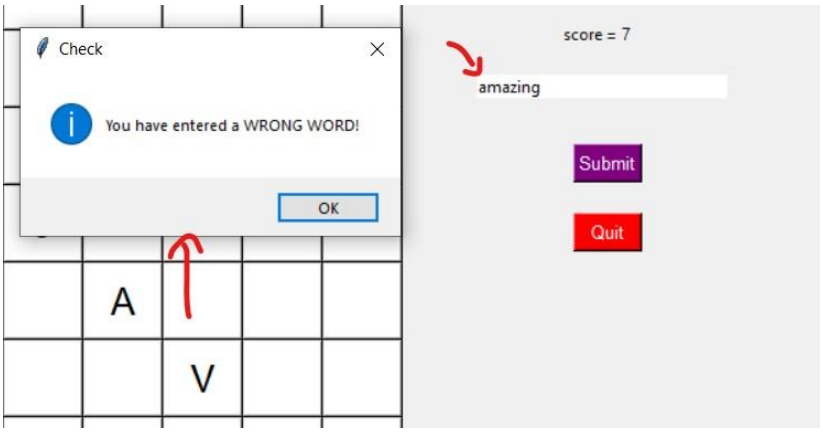


2. Then they will type the word which they found in sequence into the textbox in the right side with correct spelling.

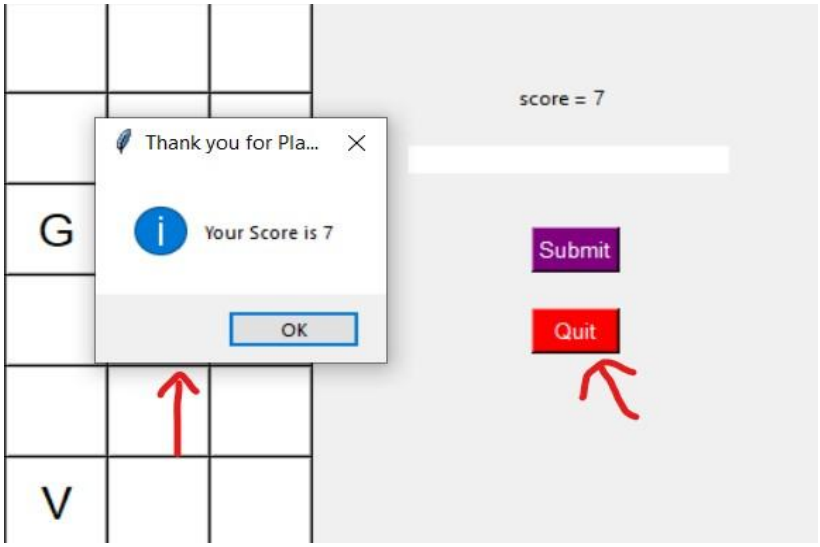
3. After that, user must click the ‘Submit’ Button to check if the entered word is correct or not.



4. If the word is correct then the score will increase with respect to the length of the word found.



5. If, user enters a word which is not present on the table. Then, they will get a checking dialog box and the score will not go up.



6. After finding all the words, the user can exit the game by clicking on the ‘Quit’ button. This would show a dialog box with the final score of the user and close the game.

Code

```
from tkinter import *

from tkinter import messagebox

word_list = ['STUDY', 'TEST', 'LEARN',
'ANSWER','TEACH','DESK','WORK','TAPE','DONE','GLUE']



score = 0

window = Tk()

# using tkinter(library for GUI) function as Tk()

window.title("Word Puzzle Game")

# window title bar name

window.geometry("1000x750+0+0")

# tkinter window size



def checkspells():

    global score

    word = word_check.get()

    if word in word_list:

        dict = word

        flag = 1



        if flag == 1 and len(word) > 3:
```

```
            score = score+len(word)
            total = "score = "+str(score)
            label.configure(text=total)
            print(word)
        else:
            messagebox.showinfo(
                "Check", "You have entered a WRONG WORD!")
    else:
        messagebox.showinfo(
                "Check", "You have entered a WRONG WORD!")
    word_check.delete(0, 'end')


def quit_pro():
    messagebox.showinfo("Thank you for Playing!", "Your Score is "+str(score))
    window.destroy()
    # to close the window in tkinter


btn1 = Button(window, text="N", bg="White", fg="Black",
              width=3, height=1, font=('Helvetica', '20'))
btn1.grid(column=1, row=1)
btn2 = Button(window, text="Y", bg="White", fg="Black",
              width=3, height=1, font=('Helvetica', '20'))
```

```
btn2.grid(column=2, row=1)
btn3 = Button(window, text="S", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn3.grid(column=3, row=1)
btn4 = Button(window, text="T", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn4.grid(column=4, row=1)
btn5 = Button(window, text="D", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn5.grid(column=5, row=1)
btn6 = Button(window, text="F", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn6.grid(column=6, row=1)
btn7 = Button(window, text="U", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn7.grid(column=7, row=1)
btn8 = Button(window, text="L", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn8.grid(column=8, row=1)
btn9 = Button(window, text="O", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn9.grid(column=9, row=1)
```

```
btn10 = Button(window, text="H", bg="White", fg="Black",
               width=3, height=1, font=('Helvetica', '20'))
btn10.grid(column=10, row=1)
btn11 = Button(window, text="M", bg="White", fg="Black",
               width=3, height=1, font=('Helvetica', '20'))
btn11.grid(column=11, row=1)
btn12 = Button(window, text="E", bg="White", fg="Black",
               width=3, height=1, font=('Helvetica', '20'))
btn12.grid(column=12, row=1)


btn1 = Button(window, text="F", bg="White", fg="Black",
              width=3, height=1, font=('Helvetica', '20'))
btn1.grid(column=1, row=2)
btn2 = Button(window, text="P", bg="White", fg="Black",
              width=3, height=1, font=('Helvetica', '20'))
btn2.grid(column=2, row=2)
btn3 = Button(window, text="C", bg="White", fg="Black",
              width=3, height=1, font=('Helvetica', '20'))
btn3.grid(column=3, row=2)
btn4 = Button(window, text="E", bg="White", fg="Black",
              width=3, height=1, font=('Helvetica', '20'))
btn4.grid(column=4, row=2)
```

```
btn5 = Button(window, text="M", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn5.grid(column=5, row=2)
btn6 = Button(window, text="X", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn6.grid(column=6, row=2)
btn7 = Button(window, text="T", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn7.grid(column=7, row=2)
btn8 = Button(window, text="Q", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn8.grid(column=8, row=2)
btn9 = Button(window, text="E", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn9.grid(column=9, row=2)
btn10 = Button(window, text="U", bg="White", fg="Black",
         width=3, height=1, font=('Helvetica', '20'))
btn10.grid(column=10, row=2)
btn11 = Button(window, text="P", bg="White", fg="Black",
         width=3, height=1, font=('Helvetica', '20'))
btn11.grid(column=11, row=2)
btn12 = Button(window, text="S", bg="White", fg="Black",
```

```
            width=3, height=1, font=('Helvetica', '20'))
btn12.grid(column=12, row=2)

btn1 = Button(window, text="W", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn1.grid(column=1, row=3)
btn2 = Button(window, text="A", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn2.grid(column=2, row=3)
btn3 = Button(window, text="L", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn3.grid(column=3, row=3)
btn4 = Button(window, text="S", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn4.grid(column=4, row=3)
btn5 = Button(window, text="H", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn5.grid(column=5, row=3)
btn6 = Button(window, text="I", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn6.grid(column=6, row=3)
btn7 = Button(window, text="B", bg="White", fg="Black",
```

```
            width=3, height=1, font=('Helvetica', '20'))
btn7.grid(column=7, row=3)
btn8 = Button(window, text="R", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn8.grid(column=8, row=3)
btn9 = Button(window, text="V", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn9.grid(column=9, row=3)
btn10 = Button(window, text="A", bg="White", fg="Black",
             width=3, height=1, font=('Helvetica', '20'))
btn10.grid(column=10, row=3)
btn11 = Button(window, text="G", bg="White", fg="Black",
             width=3, height=1, font=('Helvetica', '20'))
btn11.grid(column=11, row=3)
btn12 = Button(window, text="W", bg="White", fg="Black",
             width=3, height=1, font=('Helvetica', '20'))
btn12.grid(column=12, row=3)


btn1 = Button(window, text="O", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn1.grid(column=1, row=4)
btn2 = Button(window, text="G", bg="White", fg="Black",
```

```
        width=3, height=1, font=('Helvetica', '20'))
btn2.grid(column=2, row=4)
btn3 = Button(window, text="S", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn3.grid(column=3, row=4)
btn4 = Button(window, text="T", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn4.grid(column=4, row=4)
btn5 = Button(window, text="U", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn5.grid(column=5, row=4)
btn6 = Button(window, text="D", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn6.grid(column=6, row=4)
btn7 = Button(window, text="Y", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn7.grid(column=7, row=4)
btn8 = Button(window, text="L", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn8.grid(column=8, row=4)
btn9 = Button(window, text="T", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
```

```
btn9.grid(column=9, row=4)
btn10 = Button(window, text="K", bg="White", fg="Black",
               width=3, height=1, font=('Helvetica', '20'))
btn10.grid(column=10, row=4)
btn11 = Button(window, text="R", bg="White", fg="Black",
               width=3, height=1, font=('Helvetica', '20'))
btn11.grid(column=11, row=4)
btn12 = Button(window, text="A", bg="White", fg="Black",
               width=3, height=1, font=('Helvetica', '20'))
btn12.grid(column=12, row=4)

btn1 = Button(window, text="R", bg="White", fg="Black",
              width=3, height=1, font=('Helvetica', '20'))
btn1.grid(column=1, row=5)
btn2 = Button(window, text="Z", bg="White", fg="Black",
              width=3, height=1, font=('Helvetica', '20'))
btn2.grid(column=2, row=5)
btn3 = Button(window, text="D", bg="White", fg="Black",
              width=3, height=1, font=('Helvetica', '20'))
btn3.grid(column=3, row=5)
btn4 = Button(window, text="K", bg="White", fg="Black",
              width=3, height=1, font=('Helvetica', '20'))
```

```
btn4.grid(column=4, row=5)
btn5 = Button(window, text="N", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn5.grid(column=5, row=5)
btn6 = Button(window, text="J", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn6.grid(column=6, row=5)
btn7 = Button(window, text="O", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn7.grid(column=7, row=5)
btn8 = Button(window, text="W", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn8.grid(column=8, row=5)
btn9 = Button(window, text="D", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn9.grid(column=9, row=5)
btn10 = Button(window, text="P", bg="White", fg="Black",
         width=3, height=1, font=('Helvetica', '20'))
btn10.grid(column=10, row=5)
btn11 = Button(window, text="T", bg="White", fg="Black",
         width=3, height=1, font=('Helvetica', '20'))
btn11.grid(column=11, row=5)
```

```
btn12 = Button(window, text="N", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn12.grid(column=12, row=5)


btn1 = Button(window, text="K", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn1.grid(column=1, row=6)
btn2 = Button(window, text="O", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn2.grid(column=2, row=6)
btn3 = Button(window, text="C", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn3.grid(column=3, row=6)
btn4 = Button(window, text="R", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn4.grid(column=4, row=6)
btn5 = Button(window, text="E", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn5.grid(column=5, row=6)
btn6 = Button(window, text="K", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn6.grid(column=6, row=6)
```

```
btn7 = Button(window, text="S", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn7.grid(column=7, row=6)
btn8 = Button(window, text="G", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn8.grid(column=8, row=6)
btn9 = Button(window, text="L", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn9.grid(column=9, row=6)
btn10 = Button(window, text="U", bg="White", fg="Black",
             width=3, height=1, font=('Helvetica', '20'))
btn10.grid(column=10, row=6)
btn11 = Button(window, text="E", bg="White", fg="Black",
             width=3, height=1, font=('Helvetica', '20'))
btn11.grid(column=11, row=6)
btn12 = Button(window, text="R", bg="White", fg="Black",
             width=3, height=1, font=('Helvetica', '20'))
btn12.grid(column=12, row=6)


btn1 = Button(window, text="T", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn1.grid(column=1, row=7)
```

```
btn2 = Button(window, text="S", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn2.grid(column=2, row=7)
btn3 = Button(window, text="F", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn3.grid(column=3, row=7)
btn4 = Button(window, text="Y", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn4.grid(column=4, row=7)
btn5 = Button(window, text="P", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn5.grid(column=5, row=7)
btn6 = Button(window, text="D", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn6.grid(column=6, row=7)
btn7 = Button(window, text="O", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn7.grid(column=7, row=7)
btn8 = Button(window, text="R", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn8.grid(column=8, row=7)
btn9 = Button(window, text="B", bg="White", fg="Black",
```

```
            width=3, height=1, font=('Helvetica', '20'))
btn9.grid(column=9, row=7)
btn10 = Button(window, text="Q", bg="White", fg="Black",
             width=3, height=1, font=('Helvetica', '20'))
btn10.grid(column=10, row=7)
btn11 = Button(window, text="A", bg="White", fg="Black",
             width=3, height=1, font=('Helvetica', '20'))
btn11.grid(column=11, row=7)
btn12 = Button(window, text="D", bg="White", fg="Black",
             width=3, height=1, font=('Helvetica', '20'))
btn12.grid(column=12, row=7)

btn1 = Button(window, text="E", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn1.grid(column=1, row=8)
btn2 = Button(window, text="U", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn2.grid(column=2, row=8)
btn3 = Button(window, text="V", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn3.grid(column=3, row=8)
btn4 = Button(window, text="A", bg="White", fg="Black",
```

```
            width=3, height=1, font=('Helvetica', '20'))
btn4.grid(column=4, row=8)
btn5 = Button(window, text="N", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn5.grid(column=5, row=8)
btn6 = Button(window, text="G", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn6.grid(column=6, row=8)
btn7 = Button(window, text="E", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn7.grid(column=7, row=8)
btn8 = Button(window, text="U", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn8.grid(column=8, row=8)
btn9 = Button(window, text="Z", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn9.grid(column=9, row=8)
btn10 = Button(window, text="M", bg="White", fg="Black",
             width=3, height=1, font=('Helvetica', '20'))
btn10.grid(column=10, row=8)
btn11 = Button(window, text="C", bg="White", fg="Black",
             width=3, height=1, font=('Helvetica', '20'))
```

```
btn11.grid(column=11, row=8)
btn12 = Button(window, text="E", bg="White", fg="Black",
               width=3, height=1, font=('Helvetica', '20'))
btn12.grid(column=12, row=8)


btn1 = Button(window, text="J", bg="White", fg="Black",
              width=3, height=1, font=('Helvetica', '20'))
btn1.grid(column=1, row=9)
btn2 = Button(window, text="D", bg="White", fg="Black",
              width=3, height=1, font=('Helvetica', '20'))
btn2.grid(column=2, row=9)
btn3 = Button(window, text="E", bg="White", fg="Black",
              width=3, height=1, font=('Helvetica', '20'))
btn3.grid(column=3, row=9)
btn4 = Button(window, text="Q", bg="White", fg="Black",
              width=3, height=1, font=('Helvetica', '20'))
btn4.grid(column=4, row=9)
btn5 = Button(window, text="K", bg="White", fg="Black",
              width=3, height=1, font=('Helvetica', '20'))
btn5.grid(column=5, row=9)
btn6 = Button(window, text="W", bg="White", fg="Black",
              width=3, height=1, font=('Helvetica', '20'))
```

```
btn6.grid(column=6, row=9)
btn7 = Button(window, text="C", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn7.grid(column=7, row=9)
btn8 = Button(window, text="S", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn8.grid(column=8, row=9)
btn9 = Button(window, text="E", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn9.grid(column=9, row=9)
btn10 = Button(window, text="A", bg="White", fg="Black",
         width=3, height=1, font=('Helvetica', '20'))
btn10.grid(column=10, row=9)
btn11 = Button(window, text="H", bg="White", fg="Black",
         width=3, height=1, font=('Helvetica', '20'))
btn11.grid(column=11, row=9)
btn12 = Button(window, text="Y", bg="White", fg="Black",
         width=3, height=1, font=('Helvetica', '20'))
btn12.grid(column=12, row=9)

btn1 = Button(window, text="X", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
```

```
btn1.grid(column=1, row=10)
btn2 = Button(window, text="M", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn2.grid(column=2, row=10)
btn3 = Button(window, text="O", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn3.grid(column=3, row=10)
btn4 = Button(window, text="H", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn4.grid(column=4, row=10)
btn5 = Button(window, text="S", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn5.grid(column=5, row=10)
btn6 = Button(window, text="I", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn6.grid(column=6, row=10)
btn7 = Button(window, text="J", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn7.grid(column=7, row=10)
btn8 = Button(window, text="V", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn8.grid(column=8, row=10)
```

```
btn9 = Button(window, text="K", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn9.grid(column=9, row=10)
btn10 = Button(window, text="T", bg="White", fg="Black",
             width=3, height=1, font=('Helvetica', '20'))
btn10.grid(column=10, row=10)
btn11 = Button(window, text="O", bg="White", fg="Black",
             width=3, height=1, font=('Helvetica', '20'))
btn11.grid(column=11, row=10)
btn12 = Button(window, text="L", bg="White", fg="Black",
             width=3, height=1, font=('Helvetica', '20'))
btn12.grid(column=12, row=10)


btn1 = Button(window, text="L", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn1.grid(column=1, row=11)
btn2 = Button(window, text="I", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn2.grid(column=2, row=11)
btn3 = Button(window, text="R", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn3.grid(column=3, row=11)
```

```
btn4 = Button(window, text="N", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn4.grid(column=4, row=11)
btn5 = Button(window, text="L", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn5.grid(column=5, row=11)
btn6 = Button(window, text="Z", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn6.grid(column=6, row=11)
btn7 = Button(window, text="A", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn7.grid(column=7, row=11)
btn8 = Button(window, text="G", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn8.grid(column=8, row=11)
btn9 = Button(window, text="B", bg="White", fg="Black",
        width=3, height=1, font=('Helvetica', '20'))
btn9.grid(column=9, row=11)
btn10 = Button(window, text="F", bg="White", fg="Black",
         width=3, height=1, font=('Helvetica', '20'))
btn10.grid(column=10, row=11)
btn11 = Button(window, text="X", bg="White", fg="Black",
```

```
            width=3, height=1, font=('Helvetica', '20'))
btn11.grid(column=11, row=11)
btn12 = Button(window, text="C", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn12.grid(column=12, row=11)

btn1 = Button(window, text="B", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn1.grid(column=1, row=12)
btn2 = Button(window, text="S", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn2.grid(column=2, row=12)
btn3 = Button(window, text="A", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn3.grid(column=3, row=12)
btn4 = Button(window, text="T", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn4.grid(column=4, row=12)
btn5 = Button(window, text="E", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn5.grid(column=5, row=12)
btn6 = Button(window, text="N", bg="White", fg="Black",
```

```
            width=3, height=1, font=('Helvetica', '20'))
btn6.grid(column=6, row=12)
btn7 = Button(window, text="P", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn7.grid(column=7, row=12)
btn8 = Button(window, text="I", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn8.grid(column=8, row=12)
btn9 = Button(window, text="W", bg="White", fg="Black",
            width=3, height=1, font=('Helvetica', '20'))
btn9.grid(column=9, row=12)
btn10 = Button(window, text="E", bg="White", fg="Black",
             width=3, height=1, font=('Helvetica', '20'))
btn10.grid(column=10, row=12)
btn11 = Button(window, text="J", bg="White", fg="Black",
             width=3, height=1, font=('Helvetica', '20'))
btn11.grid(column=11, row=12)
btn12 = Button(window, text="H", bg="White", fg="Black",
             width=3, height=1, font=('Helvetica', '20'))
btn12.grid(column=12, row=12)
```

```
def temp_text(e):
   word_check.delete(0,"end")


word_check = Entry(window, width=30, bd=1)
word_check.insert(0, "Enter in Uppercase")
word_check.configure(highlightbackground="red", highlightcolor="red")
word_check.place(x=750, y=200)
word_check.bind("<FocusIn>", temp_text)



btncheck = Button(window, text="Submit", bg="purple", fg="white",
                  width=5, font=('Helvetica', '10'), command=checkspells)
btncheck.place(x=820, y=250)
label = Label(window, text="Score = 0")
label.place(x=810, y=160)
quiting = Button(window, text="Quit", bg="red", fg="white",
                 width=5, font=('Helvetica', '10'), command=quit_pro)
quiting.place(x=820, y=300)
window.mainloop()
```