PICKLEBREAK

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https://github.com/spineki/picklebreak

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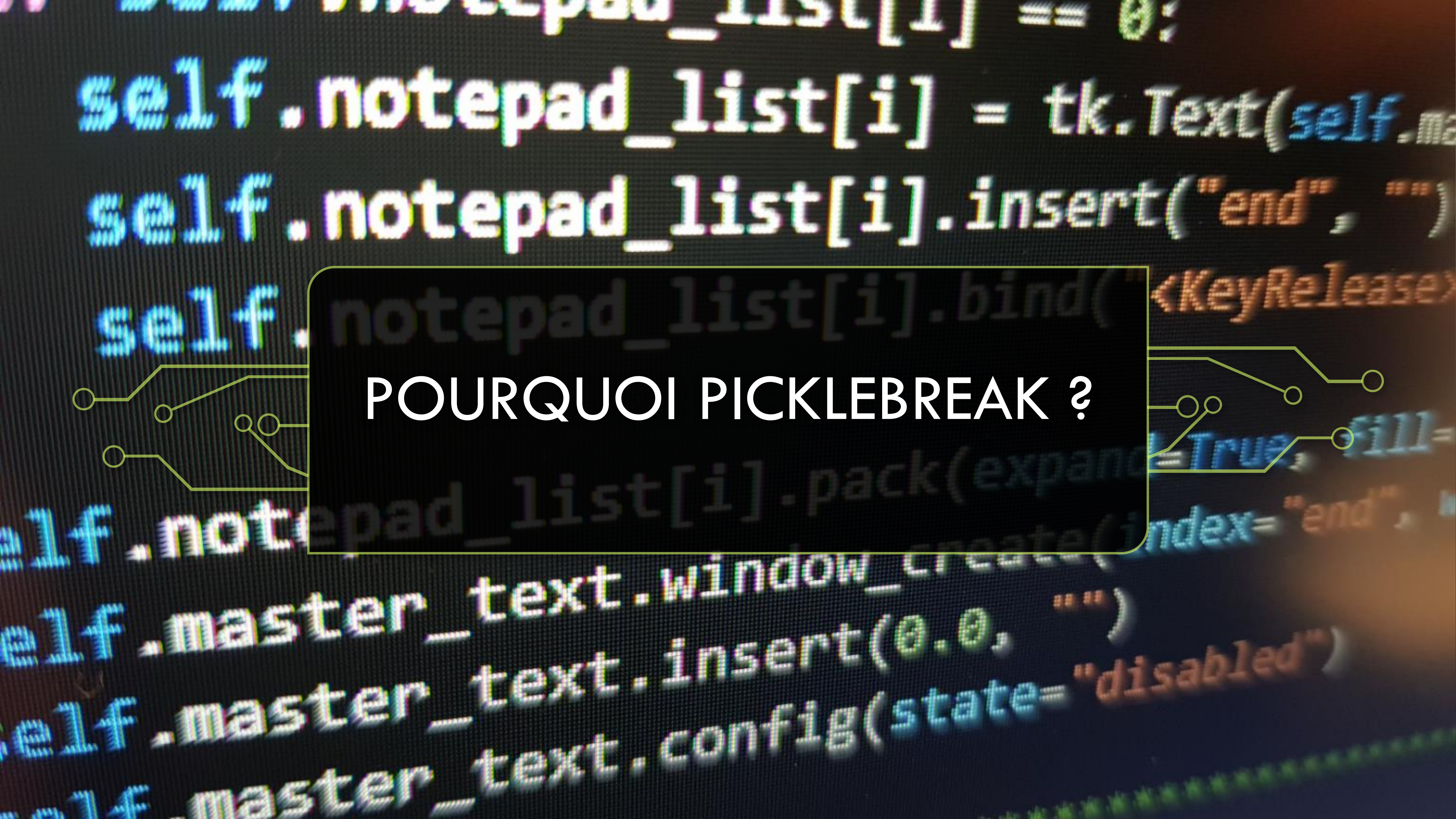
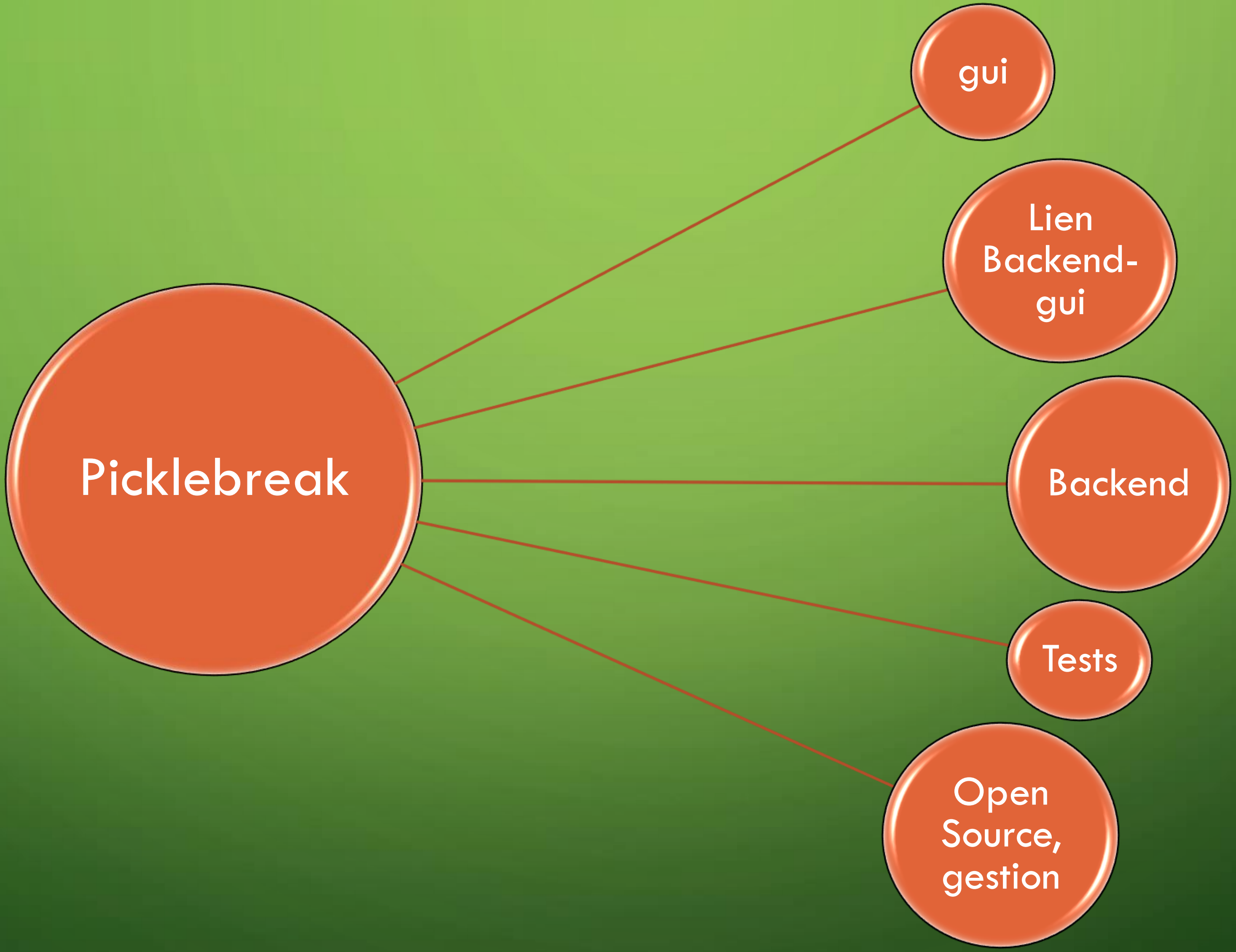
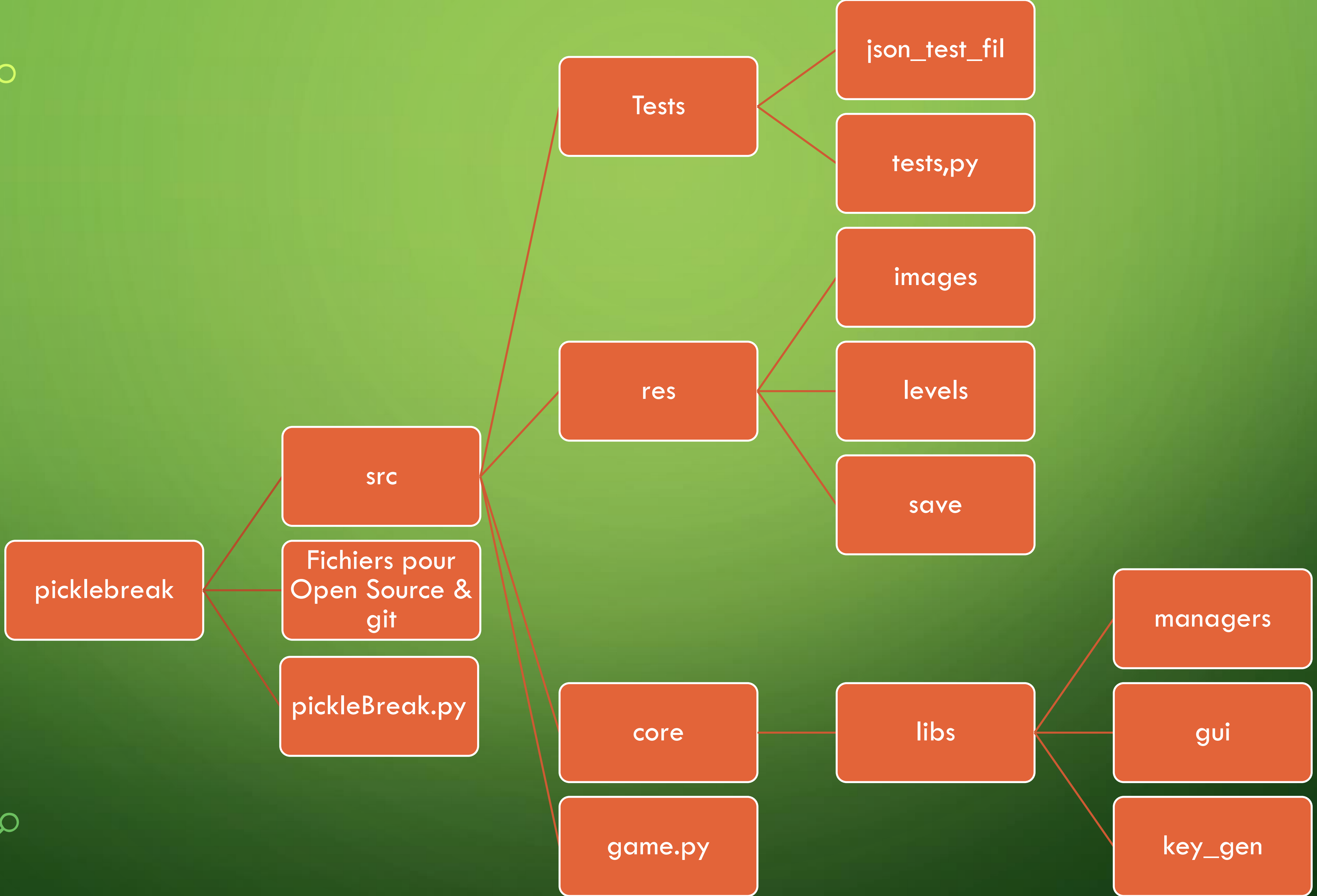


```
 .notepad_list[i] == 0:
self.notepad_list[i] = tk.Text(self.ma
self.notepad_list[i].insert("end", "")
self.notepad_list[i].bind("<KeyRelease
elf.notepad_list[i].pack(expand=True, fill=
elf.master_text.window_create(index="end",
elf.master_text.insert(0.0, "")
elf.master_text.config(state="disabled")
elf.master_text
```

POURQUOI PICKLEBREAK ?

DÉCOUPAGE DU TRAVAIL





- picklebreak
  - src
    - Tests
      - json_test_fil
      - tests,py
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      - images
      - levels
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    - core
      - libs
        - managers
        - gui
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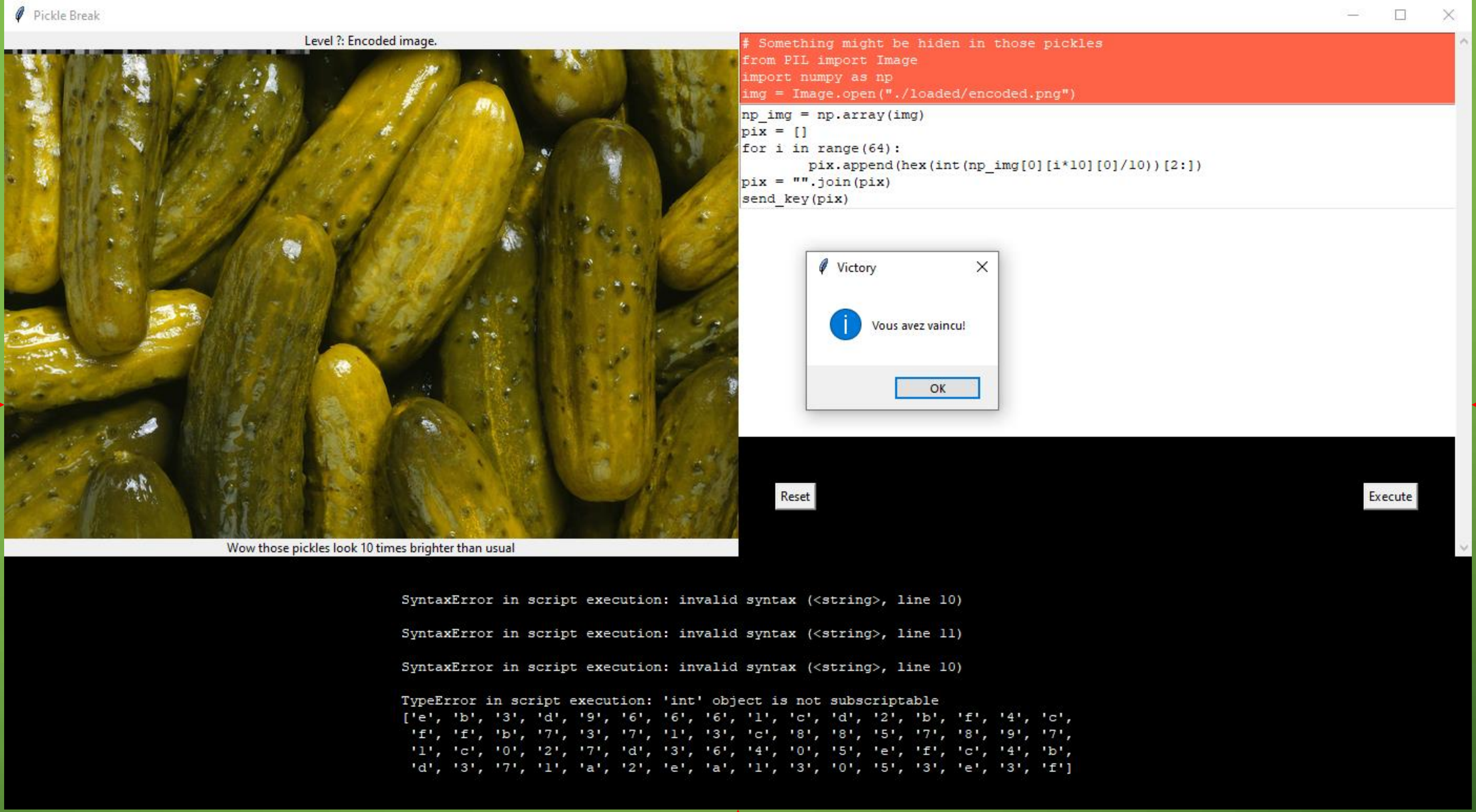


Level ?: Encoded image.

Wow those pickles look 10 times brighter than usual

```
# Something might be hiden in those pickles
from PIL import Image
import numpy as np
img = Image.open("./loaded/encoded.png")
np_img = np.array(img)
pix = []
for i in range(64):
        pix.append(hex(int(np_img[0][i*10][0]/10))[2:])
pix = "".join(pix)
send_key(pix)
```

Vous avez vaincu!

```
SyntaxError in script execution: invalid syntax (<string>, line 10)

SyntaxError in script execution: invalid syntax (<string>, line 11)

SyntaxError in script execution: invalid syntax (<string>, line 10)

TypeError in script execution: 'int' object is not subscriptable
['e', 'b', '3', 'd', '9', '6', '6', '6', '1', 'c', 'd', '2', 'b', 'f', '4', 'c',
 'f', 'f', 'b', '7', '3', '7', '1', '3', 'c', '8', '8', '5', '7', '8', '9', '7',
 '1', 'c', '0', '2', '7', 'd', '3', '6', '4', '0', '5', 'e', 'f', 'c', '4', 'b',
 'd', '3', '7', '1', 'a', '2', 'e', 'a', '1', '3', '0', '5', '3', 'e', '3', 'f']
```

HINT

OUTPUT

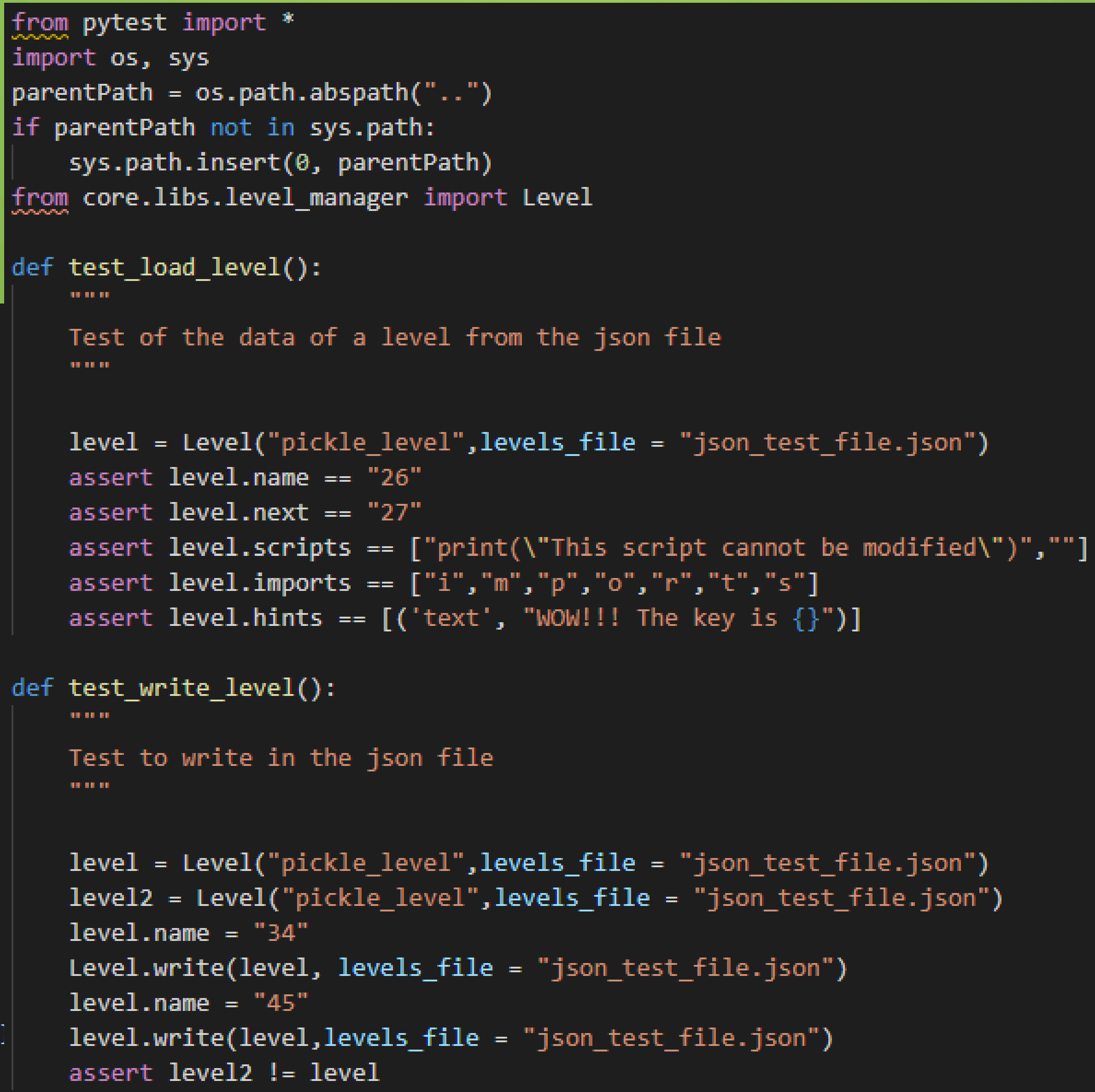
SCRIPT

LES NIVEAUX

- The Basics
- Halfed
- Hex
- Reversed
- Caesar
- Pickle Origin
- Html 0
- Html 1
- Image encode
- Evil Prime

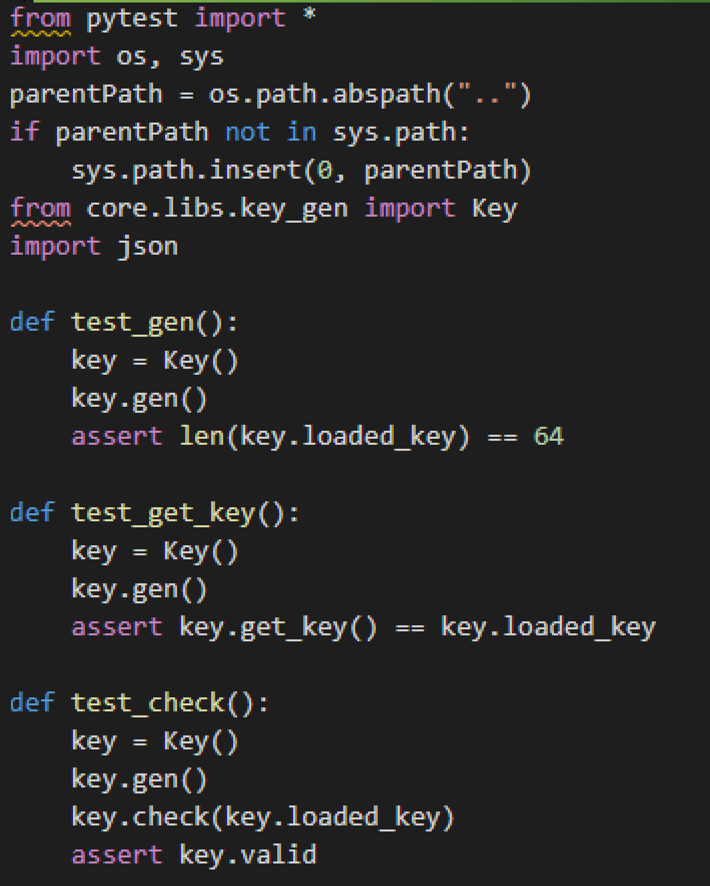
TESTS

Test du level manager



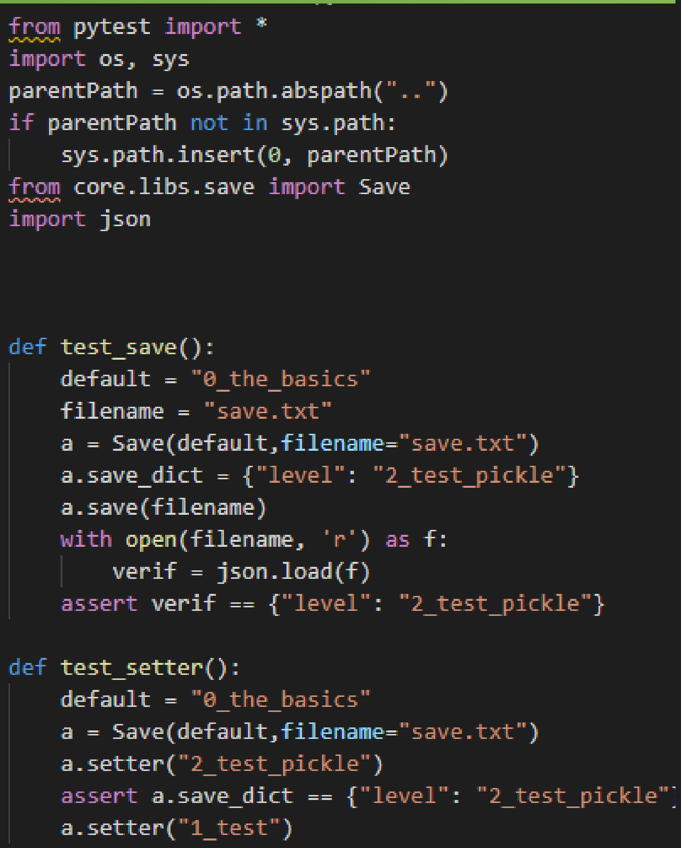
```
from pytest import *
import os, sys
parentPath = os.path.abspath("..")
if parentPath not in sys.path:
    sys.path.insert(0, parentPath)
from core.libs.level_manager import Level

def test_load_level():
    """
    Test of the data of a level from the json file
    """

    level = Level("pickle_level",levels_file = "json_test_file.json")
    assert level.name == "26"
    assert level.next == "27"
    assert level.scripts == ["print(\"This script cannot be modified\")",""]
    assert level.imports == ["i","m","p","o","r","t","s"]
    assert level.hints == [('text', "WOW!!! The key is {}")]

def test_write_level():
    """
    Test to write in the json file
    """

    level = Level("pickle_level",levels_file = "json_test_file.json")
    level2 = Level("pickle_level",levels_file = "json_test_file.json")
    level.name = "34"
    Level.write(level, levels_file = "json_test_file.json")
    level.name = "45"
    level.write(level,levels_file = "json_test_file.json")
    assert level2 != level
```

Test du key gen

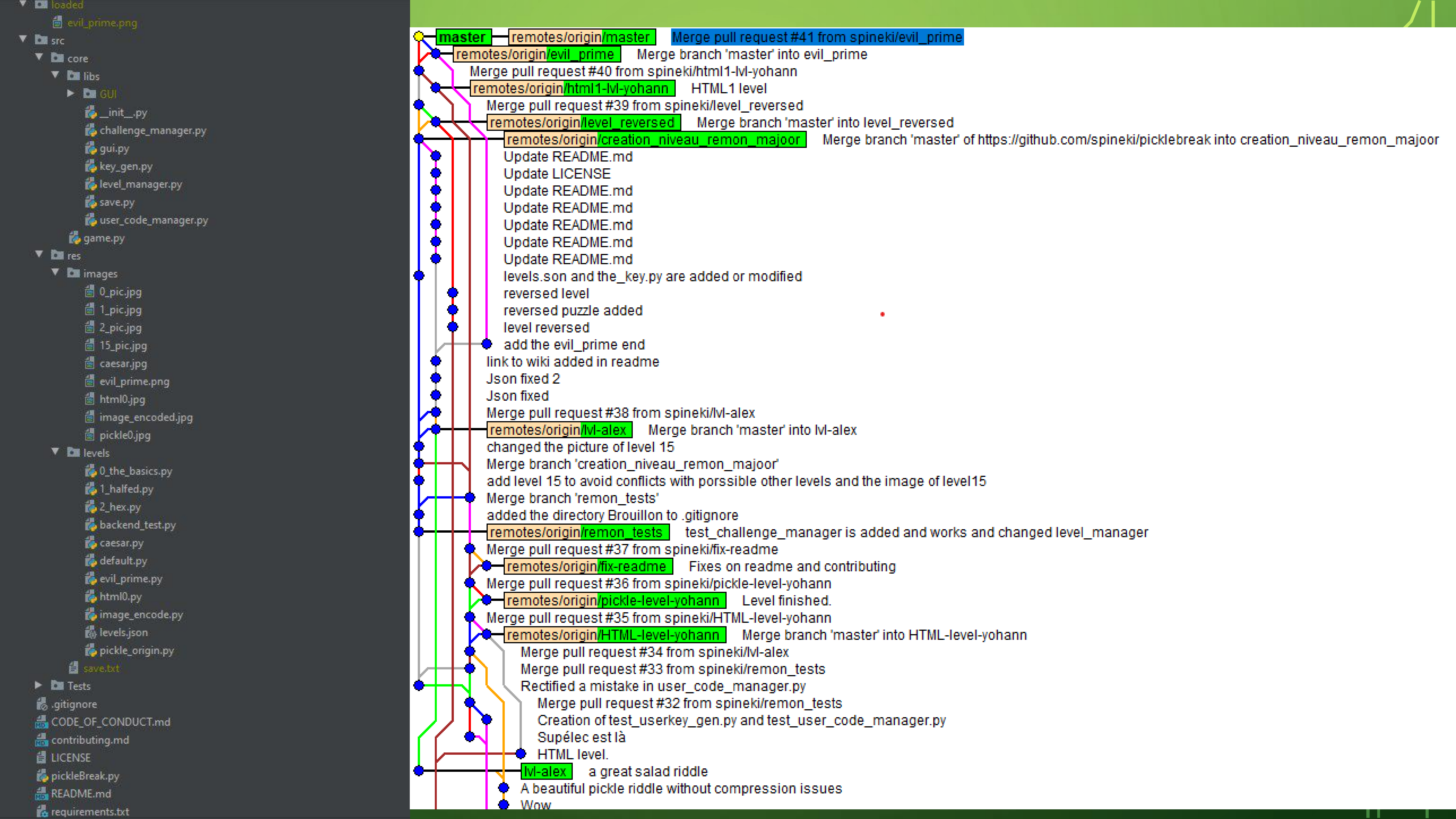


```
from pytest import *
import os, sys
parentPath = os.path.abspath("..")
if parentPath not in sys.path:
    sys.path.insert(0, parentPath)
from core.libs.key_gen import Key
import json

def test_gen():
    key = Key()
    key.gen()
    assert len(key.loaded_key) == 64

def test_get_key():
    key = Key()
    key.gen()
    assert key.get_key() == key.loaded_key

def test_check():
    key = Key()
    key.gen()
    key.check(key.loaded_key)
    assert key.valid
```

Test des sauvegardes

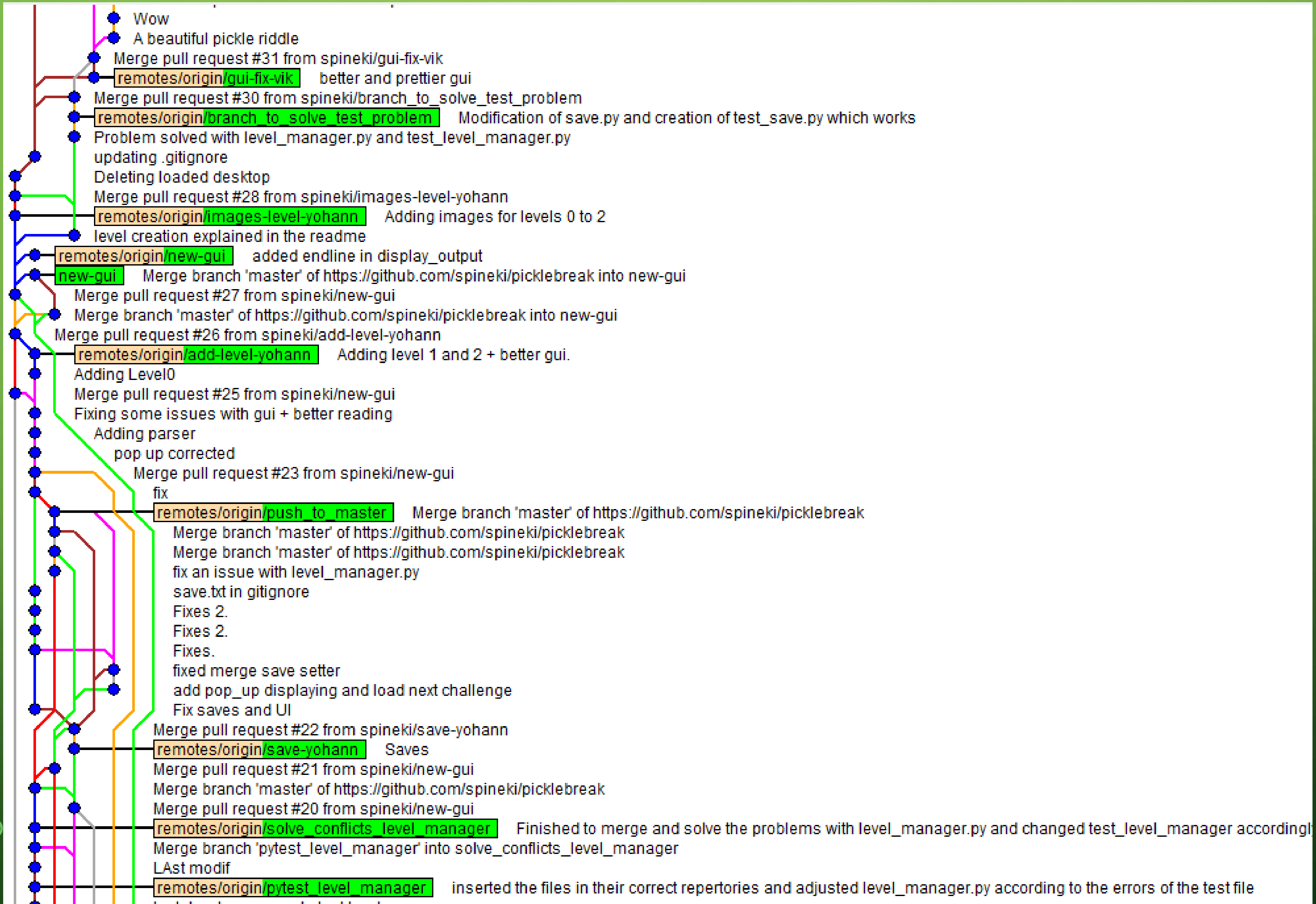


```
from pytest import *
import os, sys
parentPath = os.path.abspath("..")
if parentPath not in sys.path:
    sys.path.insert(0, parentPath)
from core.libs.save import Save
import json



def test_save():
    default = "0_the_basics"
    filename = "save.txt"
    a = Save(default,filename="save.txt")
    a.save_dict = {"level": "2_test_pickle"}
    a.save(filename)
    with open(filename, 'r') as f:
        verif = json.load(f)
    assert verif == {"level": "2_test_pickle"}

def test_setter():
    default = "0_the_basics"
    a = Save(default,filename="save.txt")
    a.setter("2_test_pickle")
    assert a.save_dict == {"level": "2_test_pickle"
    a.setter("1_test")
```

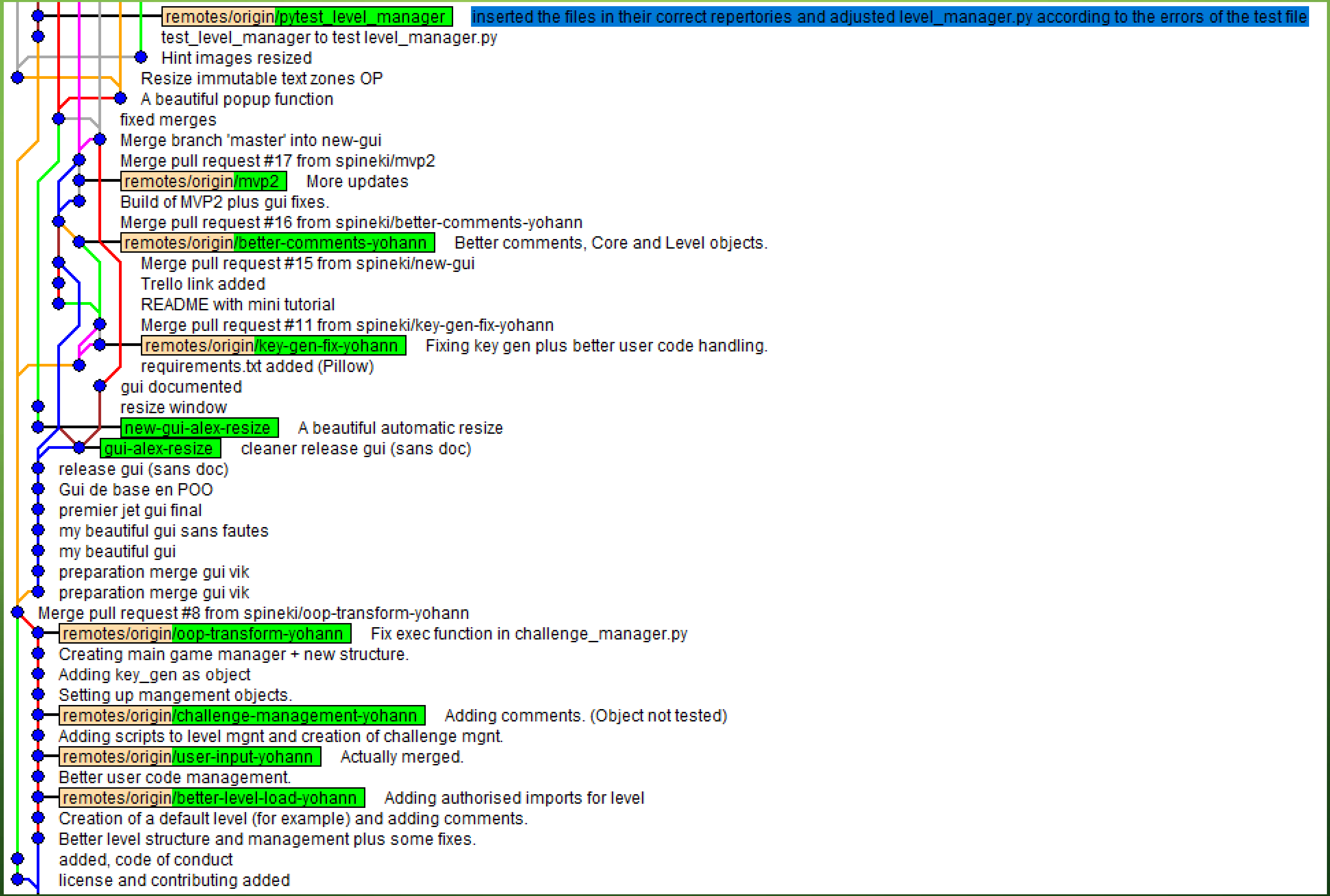


```
▼ loaded
      evil_prime.png
▼ src
  ▼ core
    ▼ libs
      ▶ GUI
        __init__.py
        challenge_manager.py
        gui.py
        key_gen.py
        level_manager.py
        save.py
        user_code_manager.py
      game.py
  ▼ res
    ▼ images
        0_pic.jpg
        1_pic.jpg
        2_pic.jpg
        15_pic.jpg
        caesar.jpg
        evil_prime.png
        html0.jpg
        image_encoded.jpg
        pickle0.jpg
    ▼ levels
        0_the_basics.py
        1_halfed.py
        2_hex.py
        backend_test.py
        caesar.py
        default.py
        evil_prime.py
        html0.py
        image_encode.py
        levels.json
        pickle_origin.py
      save.txt
▶ Tests
  .gitignore
  CODE_OF_CONDUCT.md
  contributing.md
  LICENSE
  pickleBreak.py
  README.md
  requirements.txt
```

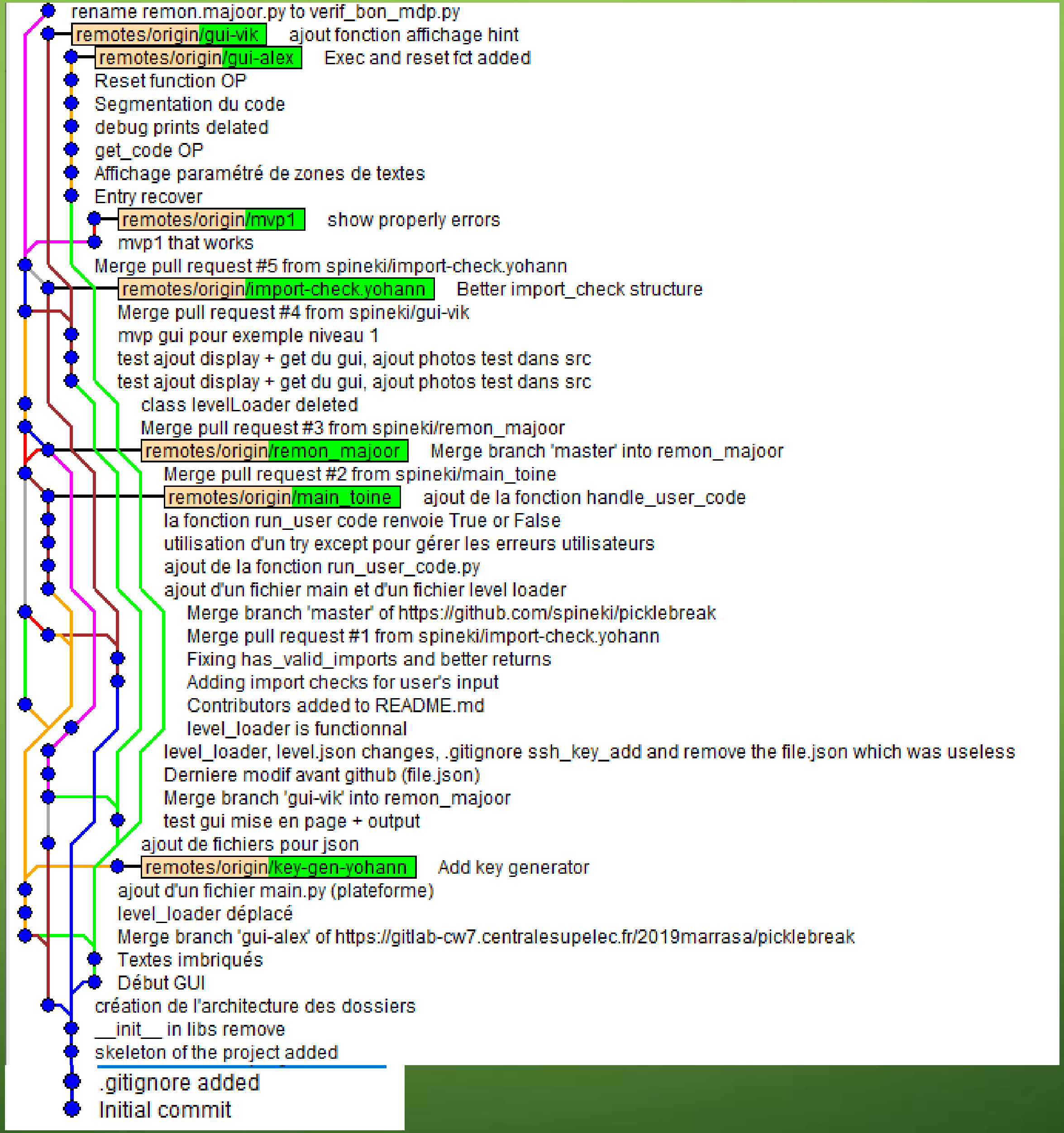
```
master  remotes/origin/master   Merge pull request #41 from spineki/evil_prime
remotes/origin/evil_prime   Merge branch 'master' into evil_prime
Merge pull request #40 from spineki/html1-lvl-yohann
remotes/origin/html1-lvl-yohann   HTML1 level
Merge pull request #39 from spineki/level_reversed
remotes/origin/level_reversed   Merge branch 'master' into level_reversed
remotes/origin/creation_niveau_remon_majoor   Merge branch 'master' of https://github.com/spineki/picklebreak into creation_niveau_remon_majoor
Update README.md
Update LICENSE
Update README.md
Update README.md
Update README.md
Update README.md
Update README.md
levels.son and the_key.py are added or modified
reversed level
reversed puzzle added
level reversed
add the evil_prime end
link to wiki added in readme
Json fixed 2
Json fixed
Merge pull request #38 from spineki/lvl-alex
remotes/origin/lvl-alex   Merge branch 'master' into lvl-alex
changed the picture of level 15
Merge branch 'creation_niveau_remon_majoor'
add level 15 to avoid conflicts with porssible other levels and the image of level15
Merge branch 'remon_tests'
added the directory Brouillon to .gitignore
remotes/origin/remon_tests   test_challenge_manager is added and works and changed level_manager
Merge pull request #37 from spineki/fix-readme
remotes/origin/fix-readme   Fixes on readme and contributing
Merge pull request #36 from spineki/pickle-level-yohann
remotes/origin/pickle-level-yohann   Level finished.
Merge pull request #35 from spineki/HTML-level-yohann
remotes/origin/HTML-level-yohann   Merge branch 'master' into HTML-level-yohann
Merge pull request #34 from spineki/lvl-alex
Merge pull request #33 from spineki/remon_tests
Rectified a mistake in user_code_manager.py
Merge pull request #32 from spineki/remon_tests
Creation of test_userkey_gen.py and test_user_code_manager.py
Supélec est là
HTML level.
lvl-alex   a great salad riddle
A beautiful pickle riddle without compression issues
Wow
```



```
Wow
A beautiful pickle riddle
Merge pull request #31 from spineki/gui-fix-vik
remotes/origin/gui-fix-vik   better and prettier gui
Merge pull request #30 from spineki/branch_to_solve_test_problem
remotes/origin/branch_to_solve_test_problem   Modification of save.py and creation of test_save.py which works
Problem solved with level_manager.py and test_level_manager.py
updating .gitignore
Deleting loaded desktop
Merge pull request #28 from spineki/images-level-yohann
remotes/origin/images-level-yohann   Adding images for levels 0 to 2
level creation explained in the readme
remotes/origin/new-gui   added endline in display_output
new-gui   Merge branch 'master' of https://github.com/spineki/picklebreak into new-gui
Merge pull request #27 from spineki/new-gui
Merge branch 'master' of https://github.com/spineki/picklebreak into new-gui
Merge pull request #26 from spineki/add-level-yohann
remotes/origin/add-level-yohann   Adding level 1 and 2 + better gui.
Adding Level0
Merge pull request #25 from spineki/new-gui
Fixing some issues with gui + better reading
Adding parser
pop up corrected
Merge pull request #23 from spineki/new-gui
fix
remotes/origin/push_to_master   Merge branch 'master' of https://github.com/spineki/picklebreak
Merge branch 'master' of https://github.com/spineki/picklebreak
Merge branch 'master' of https://github.com/spineki/picklebreak
fix an issue with level_manager.py
save.txt in gitignore
Fixes 2.
Fixes 2.
Fixes.
fixed merge save setter
add pop_up displaying and load next challenge
Fix saves and UI
Merge pull request #22 from spineki/save-yohann
remotes/origin/save-yohann   Saves
Merge pull request #21 from spineki/new-gui
Merge branch 'master' of https://github.com/spineki/picklebreak
Merge pull request #20 from spineki/new-gui
remotes/origin/solve_conflicts_level_manager   Finished to merge and solve the problems with level_manager.py and changed test_level_manager accordingl
Merge branch 'pytest_level_manager' into solve_conflicts_level_manager
LAst modif
remotes/origin/pytest_level_manager   inserted the files in their correct repertories and adjusted level_manager.py according to the errors of the test file
```



```
remotes/origin/pytest_level_manager   inserted the files in their correct repertories and adjusted level_manager.py according to the errors of the test file
test_level_manager to test level_manager.py
Hint images resized
Resize immutable text zones OP
A beautiful popup function
fixed merges
Merge branch 'master' into new-gui
Merge pull request #17 from spineki/mvp2
remotes/origin/mvp2   More updates
Build of MVP2 plus gui fixes.
Merge pull request #16 from spineki/better-comments-yohann
remotes/origin/better-comments-yohann   Better comments, Core and Level objects.
Merge pull request #15 from spineki/new-gui
Trello link added
README with mini tutorial
Merge pull request #11 from spineki/key-gen-fix-yohann
remotes/origin/key-gen-fix-yohann   Fixing key gen plus better user code handling.
requirements.txt added (Pillow)
gui documented
resize window
new-gui-alex-resize   A beautiful automatic resize
gui-alex-resize   cleaner release gui (sans doc)
release gui (sans doc)
Gui de base en POO
premier jet gui final
my beautiful gui sans fautes
my beautiful gui
preparation merge gui vik
preparation merge gui vik
Merge pull request #8 from spineki/oop-transform-yohann
remotes/origin/oop-transform-yohann   Fix exec function in challenge_manager.py
Creating main game manager + new structure.
Adding key_gen as object
Setting up mangement objects.
remotes/origin/challenge-management-yohann   Adding comments. (Object not tested)
Adding scripts to level mgnt and creation of challenge mgnt.
remotes/origin/user-input-yohann   Actually merged.
Better user code management.
remotes/origin/better-level-load-yohann   Adding authorised imports for level
Creation of a default level (for example) and adding comments.
Better level structure and management plus some fixes.
added, code of conduct
license and contributing added
```



```
rename remon.majoor.py to verif_bon_mdp.py
remotes/origin/gui-vik   ajout fonction affichage hint
remotes/origin/gui-alex   Exec and reset fct added
Reset function OP
Segmentation du code
debug prints delated
get_code OP
Affichage paramétré de zones de textes
Entry recover
remotes/origin/mvp1   show properly errors
mvp1 that works
Merge pull request #5 from spineki/import-check.yohann
remotes/origin/import-check.yohann   Better import_check structure
Merge pull request #4 from spineki/gui-vik
mvp gui pour exemple niveau 1
test ajout display + get du gui, ajout photos test dans src
test ajout display + get du gui, ajout photos test dans src
class levelLoader deleted
Merge pull request #3 from spineki/remon_majoor
remotes/origin/remon_majoor   Merge branch 'master' into remon_majoor
Merge pull request #2 from spineki/main_toine
remotes/origin/main_toine   ajout de la fonction handle_user_code
la fonction run_user code renvoie True or False
utilisation d'un try except pour gérer les erreurs utilisateurs
ajout de la fonction run_user_code.py
ajout d'un fichier main et d'un fichier level loader
Merge branch 'master' of https://github.com/spineki/picklebreak
Merge pull request #1 from spineki/import-check.yohann
Fixing has_valid_imports and better returns
Adding import checks for user's input
Contributors added to README.md
level_loader is functionnal
level_loader, level.json changes, .gitignore ssh_key_add and remove the file.json which was useless
Derniere modif avant github (file.json)
Merge branch 'gui-vik' into remon_majoor
test gui mise en page + output
ajout de fichiers pour json
remotes/origin/key-gen-yohann   Add key generator
ajout d'un fichier main.py (plateforme)
level_loader déplacé
Merge branch 'gui-alex' of https://gitlab-cw7.centralesupelec.fr/2019marrasa/picklebreak
Textes imbriqués
Début GUI
création de l'architecture des dossiers
__init__ in libs remove
skeleton of the project added
.gitignore added
Initial commit
```