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import tkinter as tk
from tkinter import messagebox
from PIL import Image, ImageTk
import pygame
pygame.init()

def process_cards():
    #card1
    cards_input = entry.get()
    cards = list(map(int, cards_input.split()))
    card_frame = tk.Frame(root, bg="pink", padx=20, pady=10, borderwidth=5,
relief="groove")
    card_frame.place(x=75, y=275)

    card_message1 = tk.Label(card_frame, text=" ** ", font=("Helvetica", 20,
"bold"))
    card_message1.pack()

    card_message2 = tk.Label(card_frame, text=f'{cards[0]}', font=("Helvetica", 60))
    card_message2.pack(padx=10, pady=10)
    card_message3 = tk.Label(card_frame, text=" ** ", font=("Helvetica", 20,
"bold"))
    card_message3.pack(padx=10, pady=20)
    #card2
    card_frame = tk.Frame(root, bg="blue", padx=20, pady=10, borderwidth=5,
relief="groove")
    card_frame.place(x=200, y=275)

    card_message1 = tk.Label(card_frame, text=" ** ", font=("Helvetica", 20,
"bold"))
    card_message1.pack()

    card_message2 = tk.Label(card_frame, text=f'{cards[1]}', font=("Helvetica", 60))
    card_message2.pack(padx=10, pady=10)
    card_message3 = tk.Label(card_frame, text=" ** ", font=("Helvetica", 20,
"bold"))
    card_message3.pack(padx=10, pady=20)
    #card3
    card_frame = tk.Frame(root, bg="red", padx=20, pady=10, borderwidth=5,
relief="groove")
    card_frame.place(x=325, y=275)

    card_message1 = tk.Label(card_frame, text=" ** ", font=("Helvetica", 20,
"bold"))
    card_message1.pack()

    card_message2 = tk.Label(card_frame, text=f'{cards[2]}', font=("Helvetica", 60))
    card_message2.pack(padx=10, pady=10)
    card_message3 = tk.Label(card_frame, text=" ** ", font=("Helvetica", 20,
"bold"))
    card_message3.pack(padx=10, pady=20)
    #card4
    card_frame = tk.Frame(root, bg="yellow", padx=20, pady=10, borderwidth=5,
relief="groove")
    card_frame.place(x=450, y=275)

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card_message1 = tk.Label(card_frame, text=" ** ", font=("Helvetica", 20,
"bold"))
card_message1.pack()

card_message2 = tk.Label(card_frame, text=f'{cards[3]}', font=("Helvetica", 60))
card_message2.pack(padx=10, pady=10)
card_message3 = tk.Label(card_frame, text=" ** ", font=("Helvetica", 20,
"bold"))
card_message3.pack(padx=10, pady=20)

#card5
card_frame = tk.Frame(root, bg="orange", padx=20, pady=10, borderwidth=5,
relief="groove")
card_frame.place(x=575, y=275)

card_message1 = tk.Label(card_frame, text=" ** ", font=("Helvetica", 20,
"bold"))
card_message1.pack()

card_message2 = tk.Label(card_frame, text=f'{cards[4]}', font=("Helvetica", 60))
card_message2.pack(padx=10, pady=10)
card_message3 = tk.Label(card_frame, text=" ** ", font=("Helvetica", 20,
"bold"))
card_message3.pack(padx=10, pady=20)

#card6
card_frame = tk.Frame(root, bg="indigo", padx=20, pady=10, borderwidth=5,
relief="groove")
card_frame.place(x=700, y=275)

card_message1 = tk.Label(card_frame, text=" ** ", font=("Helvetica", 20,
"bold"))
card_message1.pack()

card_message2 = tk.Label(card_frame, text=f'{cards[5]}', font=("Helvetica", 60))
card_message2.pack(padx=10, pady=10)
card_message3 = tk.Label(card_frame, text=" ** ", font=("Helvetica", 20,
"bold"))
card_message3.pack(padx=10, pady=20)

#card7
card_frame = tk.Frame(root, bg="green", padx=20, pady=10, borderwidth=5,
relief="groove")
card_frame.place(x=825, y=275)

card_message1 = tk.Label(card_frame, text=" ** ", font=("Helvetica", 20,
"bold"))
card_message1.pack()

card_message2 = tk.Label(card_frame, text=f'{cards[6]}', font=("Helvetica", 60))
card_message2.pack(padx=10, pady=10)
card_message3 = tk.Label(card_frame, text=" ** ", font=("Helvetica", 20,
"bold"))
card_message3.pack(padx=10, pady=20)

#card8
card_frame = tk.Frame(root, bg="black", padx=20, pady=10, borderwidth=5,
relief="groove")

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card_frame.place(x=950, y=275)

card_message1 = tk.Label(card_frame, text=" ** ", font=("Helvetica", 20,
"bold"))
card_message1.pack()

card_message2 = tk.Label(card_frame, text=f'{cards[7]}', font=("Helvetica", 60))
card_message2.pack(padx=10, pady=10)
card_message3 = tk.Label(card_frame, text=" ** ", font=("Helvetica", 20,
"bold"))
card_message3.pack(padx=10, pady=20)

#card9
card_frame = tk.Frame(root, bg="brown", padx=20, pady=10, borderwidth=5,
relief="groove")
card_frame.place(x=1075, y=275)

card_message1 = tk.Label(card_frame, text=" ** ", font=("Helvetica", 20,
"bold"))
card_message1.pack()

card_message2 = tk.Label(card_frame, text=f'{cards[8]}', font=("Helvetica", 60))
card_message2.pack(padx=10, pady=10)
card_message3 = tk.Label(card_frame, text=" ** ", font=("Helvetica", 20,
"bold"))
card_message3.pack(padx=10, pady=20)

if len(cards) != 9:
    messagebox.showwarning("Invalid Input", "Please enter 9 cards")
    return

hits = []
position = 1
i = 0
while True:
    current_length = len(cards)
    i = 0
    while i < len(cards):
        if cards[i] == position:
            hits.append(cards[i])
            cards.pop(i)
            position = 1
            i -= 1
        else:
            position += 1
            i += 1

    if current_length == len(cards):
        break

    messagebox.showinfo("congratulations", "Input: {}\nHits: {}\n"
".format(cards_input, hits))

root = tk.Tk()
root.title("THE HITMAN")
root.attributes('-fullscreen', True)

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audio_file = r"C:\Users\Hp\Downloads\Neon-Fireworks-Beat-01.wav"

pygame.mixer.music.load(audio_file)
pygame.mixer.music.play(-1)

root.protocol("WM_DELETE_WINDOW", pygame.mixer.music.stop)
bg_image_path = r"C:\Users\Hp\Downloads\background.png"
bg_image = Image.open(bg_image_path)
screen_width = root.winfo_screenwidth()
screen_height = root.winfo_screenheight()
bg_image = bg_image.resize((screen_width, screen_height), Image.LANCZOS)

tk_bg_image = ImageTk.PhotoImage(bg_image)

background_label = tk.Label(root, image=tk_bg_image)
background_label.place(x=0, y=0, relwidth=1, relheight=1)

lbl = tk.Label(root, text="THE HITMAN", fg='red', font=("Courier", 85))
lbl.place(x=325, y=25)

entry = tk.Entry(root, width=30, bg='black', fg='white', font=("Helvetica", 20, "bold"))
entry.place(x=420, y=205)

label = tk.Label(root, text="Enter 9 card numbers separated by spaces: ",
font=("Helvetica", 20))
label.place(x=370, y=160)

btn = tk.Button(root, text="Check Hits", fg='black', font=("Helvetica", 30),
command=process_cards)
btn.place(x=450, y=575)
btn=tk.Button(root, text="Exit", fg='black', font=("Helvetica",
30), command=root.destroy)
btn.place(x=750, y=575)

root.mainloop()

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