24/04/2025, 18:11 map1.py

## map1.py

```
1 # a simple program to draw a grid of rooms without connections
   # the title of the window is the number of rooms
 3
 4
   import tkinter as tk
  import json
 5
 6
 7 | # Load room data uncomment as required
 8 #datafile = "star wars.json"
9 #datafile = "game data.json"
10 #datafile = "game data.json3"
11
12
13
   with open(datafile) as f:
14
        data = json.load(f)
15
   rooms = data["rooms"]
16
17
18 \mid root = tk.Tk()
19 root.title(str(len(rooms)) + " Rooms")
20
21 # width and height of window
22 w = 1200
23 h = 800
24
25
   canvas = tk.Canvas(root, width=w, height=h, bg="white")
26
   canvas.pack()
27
28 #draw the room - a blue box
   # the colour default is lightblue
29
30
   def draw room( name, x, y, colour="lightblue"):
31
        canvas.create_rectangle(x, y, x+stepx, y+stepy, fill=colour)
        canvas.create_text(x+50, y+25, text=name, font=("Arial", 8), justify="center")
32
33
34
35 # Place rooms in a grid-like layout
36 \mid \text{startx} = 50
37
   starty = 50
38
39 \mid x, y = startx, starty
40
   stepx = 100
41
   stepy = 50
42
43
   for i, name in enumerate(rooms):
44
        draw_room(name, x,y,colour="lightblue")
45
        x += (stepx * 1.1)
        if x >= w - 100:
46
47
            x = startx
48
            y += stepy * 2
49
50
   root.mainloop()
51
```