import random

import re

import copy

import csv

import subprocess

from datetime import datetime

def jtalk(t):

open\_jtalk=['open\_jtalk']

mech=['-x','/var/lib/mecab/dic/open-jtalk/naist-jdic']

htsvoice=['-m','/usr/share/hts-voice/mei/mei\_normal.htsvoice']

speed=['-r','1.0']

outwav=['-ow','open\_jtalk.wav']

cmd=open\_jtalk+mech+htsvoice+speed+outwav

c = subprocess.Popen(cmd,stdin=subprocess.PIPE)

c.stdin.write(t.encode())

c.stdin.close()

c.wait()

aplay = ['aplay','-q','open\_jtalk.wav']

wr = subprocess.Popen(aplay)

f = open('dazai\_akutagawa\_noun.csv', encoding='utf-8-sig')

num =f.read().split()

f.close()

head = []

tail = []

for a in num:

head.append(a[0])

tail.append(a[-1])

#print('num:{}'.format(num[:4]))

#print('head:{}'.format(head[:4]))

#print('数:{}'.format(tail[:4]))

list\_nihon = ['ア', 'イ', 'ウ', 'エ', 'オ', 'カ', 'キ', 'ク', 'ケ', 'コ', 'サ', 'シ', 'ス',

'セ', 'ソ', 'タ', 'チ', 'ツ', 'テ', 'ト', 'ナ', 'ニ',

'ヌ', 'ネ', 'ノ', 'ハ', 'ヒ', 'フ', 'ヘ', 'ホ', 'マ', 'ミ', 'ム', 'メ', 'モ',

'ラ', 'リ', 'ル', 'レ', 'ロ', 'ヤ', 'ユ', 'ヨ', 'ワ']

def middle():

fin = 0

f = random.choice(list\_nihon)

print(str(f) + "からはじめてね")

txt1 =str(f) + 'からはじめてね'

jtalk(txt1)

def siritori\_part():

global fin

global d

dine = 0

draw = 0

while dine <= 0:

dime = random.choice(num)

B = list(dime)

if(dime.startswith(WORD[-1]) == True and B[-1] !="ン"):#存在するとき

print(dime)

txt= dime

jtalk(dime)

d =B[-1]

dine += 1

used\_word.append(word)

used\_word.append(dime)

print(used\_word)

print("次は"+ str(d) + "だよ")

txt2 = '次は'+ str(d) + 'だよ'

jtalk(txt2)

num.remove(dime)

elif draw ==50000:#存在しない　（限りなく存在しない）とき

print("負けました")

txt3 ='負けました'

jtalk(txt3)

dine += 1# 探索の終了

fin += 1#ゲームの終了

else:#未だ探索中のとき

dine += 0

draw += 1#もう一度繰り返す

def shori():

if word in used\_word:

print('その単語もうつかったよ')

txt4 = 'その単語もうつかったよ'

jtalk(txt4)

elif word == "ギブ":

print('降参ね')

print("また遊ぼうね！")

txt5 ='降参ね。また遊ぼうね'

jtalk(txt5)

quit()#ゲームの終了

elif N =="ン":#最後がンの場合の対応

print("ンが付いたのでおわり！")

print("また遊ぼうね！")

txt6 = 'んがついたので終わり。また遊ぼうね'

jtalk(txt6)

quit()#ゲームの終了

else:

siritori\_part()

used\_word =[]

while fin <= 0:

word =input("カタカナで入力してね")

txt7 = 'かたかなで入力してね'

jtalk(txt7)

WORD = list(word)

D = WORD[0]

N = WORD[-1]

if N == "ョ":

WORD[-1] = "ヨ"

shori()

elif N == "ァ":

WORD[-1] = "ア"

shori()

elif N == "ィ":

WORD[-1] = "イ"

shori()

elif N == "ゥ":

WORD[-1] = "ウ"

shori()

elif N == "ェ":

WORD[-1] = "エ"

shori()

elif N == "ォ":

WORD[-1] = "オ"

shori()

elif N == "ャ":

WORD[-1] = "ヤ"

shori()

elif N == "ュ":

WORD[-1] = "ユ"

shori()

elif N == "ッ":

WORD[-1] = "ツ"

shori()

elif N == "ー":

print("のばしぼうはやめてね、もう一回")

else:

shori()