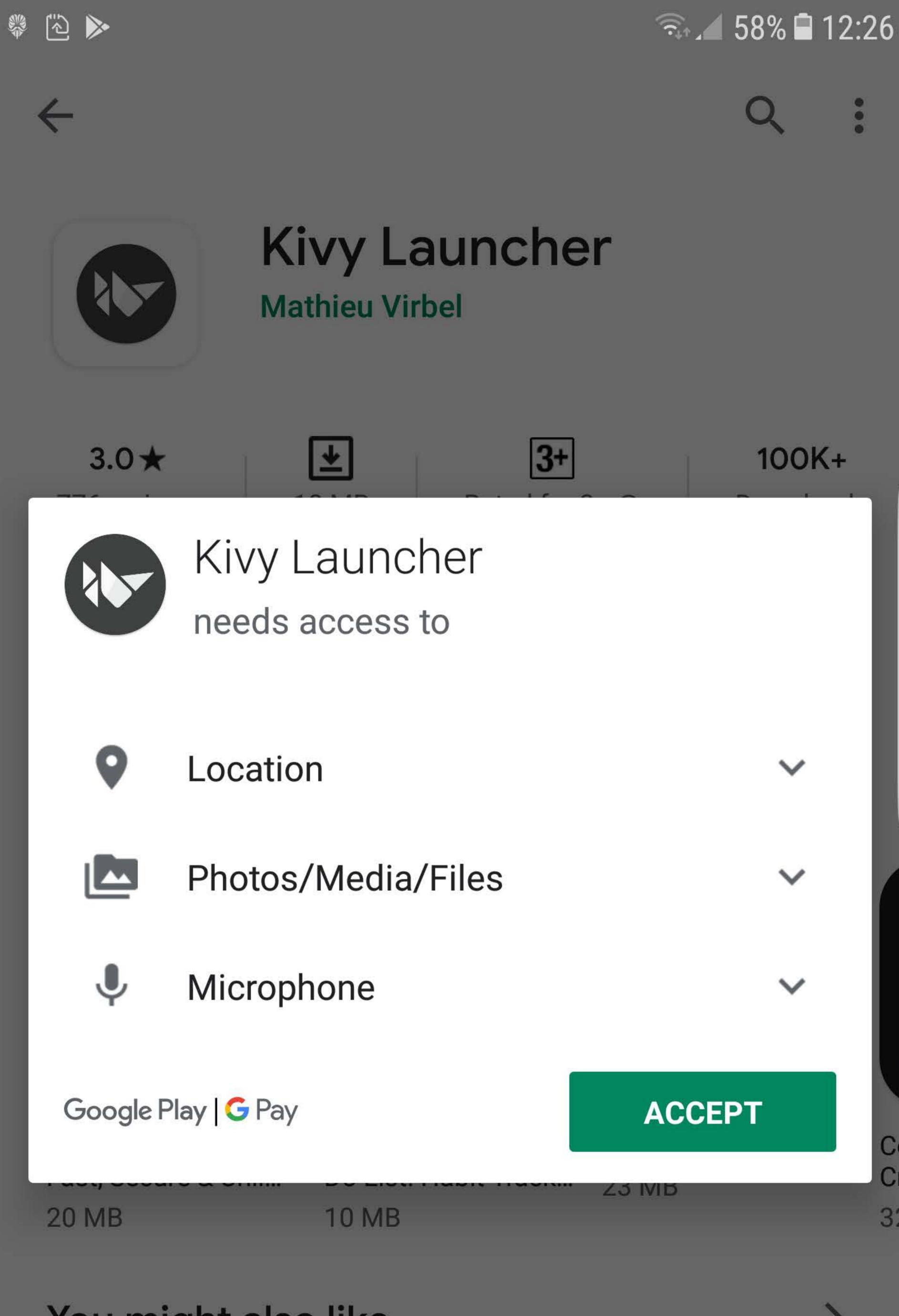
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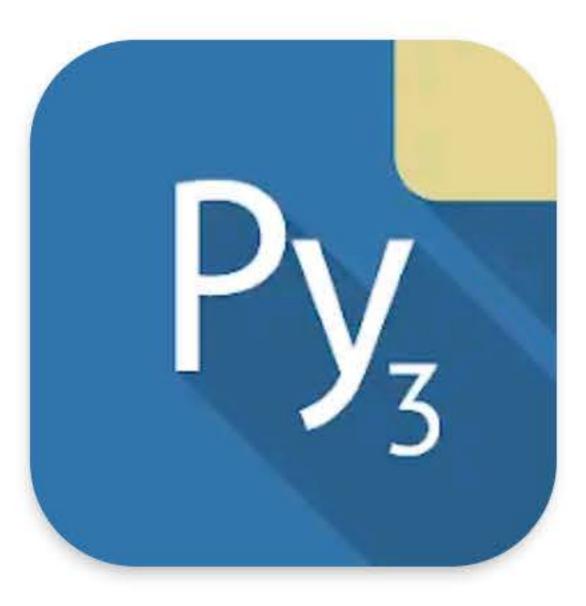


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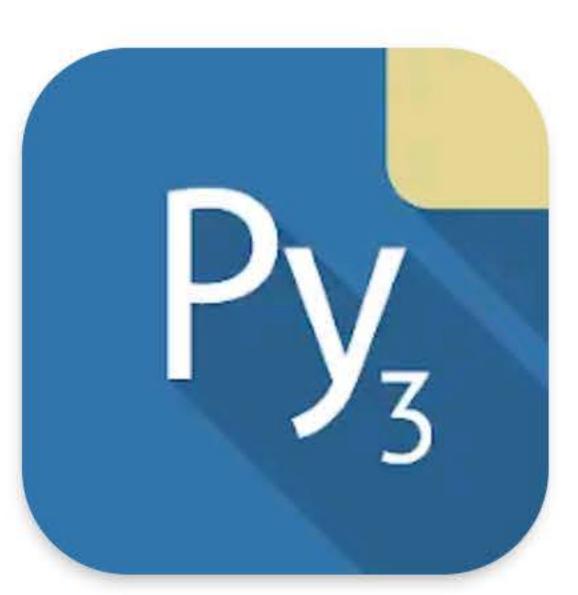


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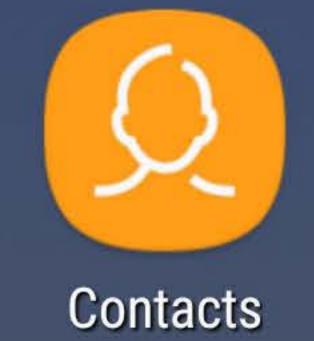




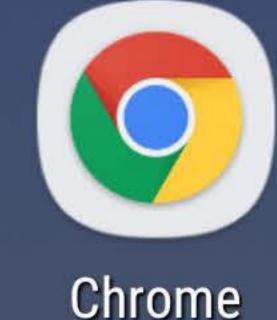
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Kivy Launcher





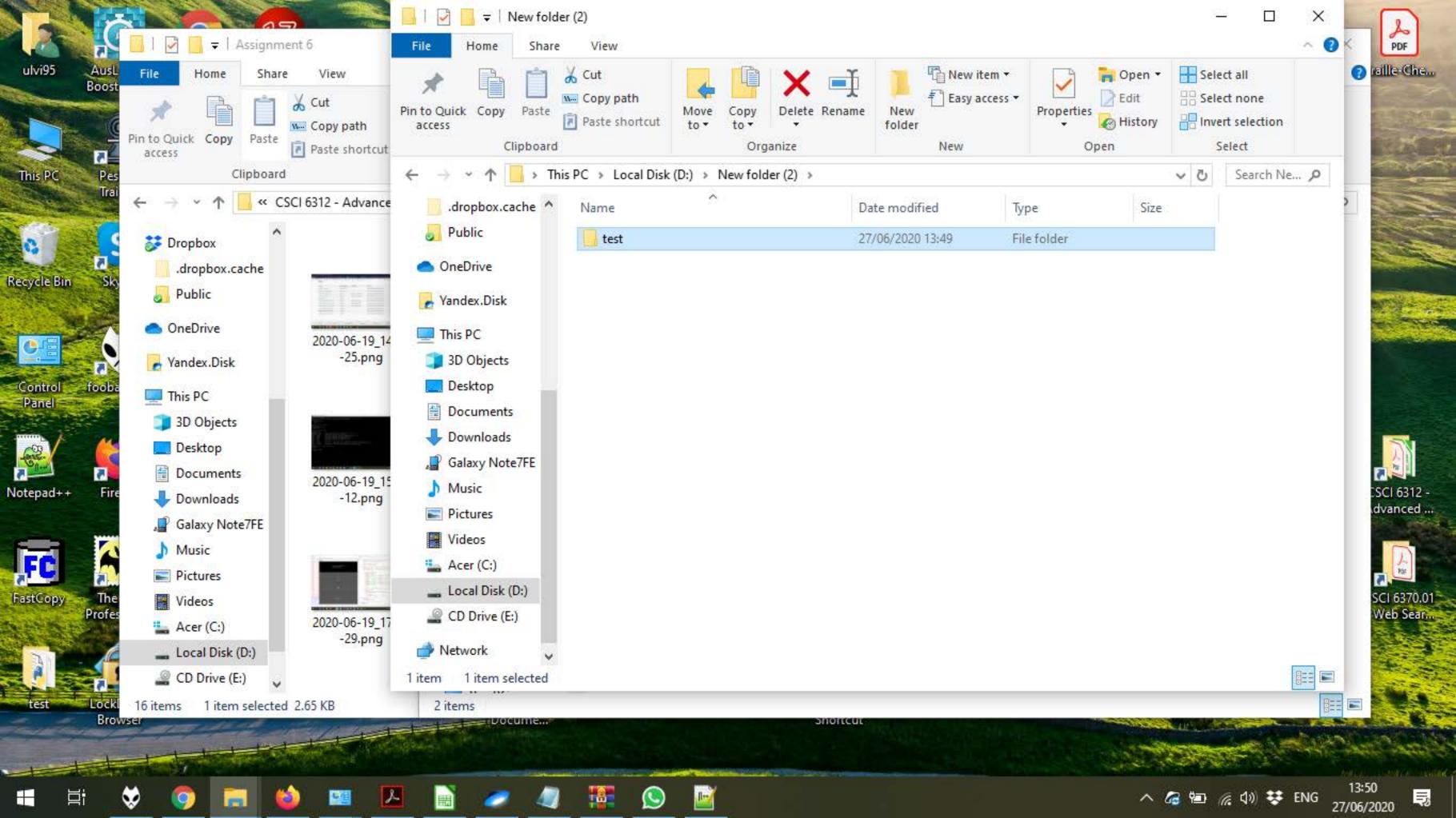


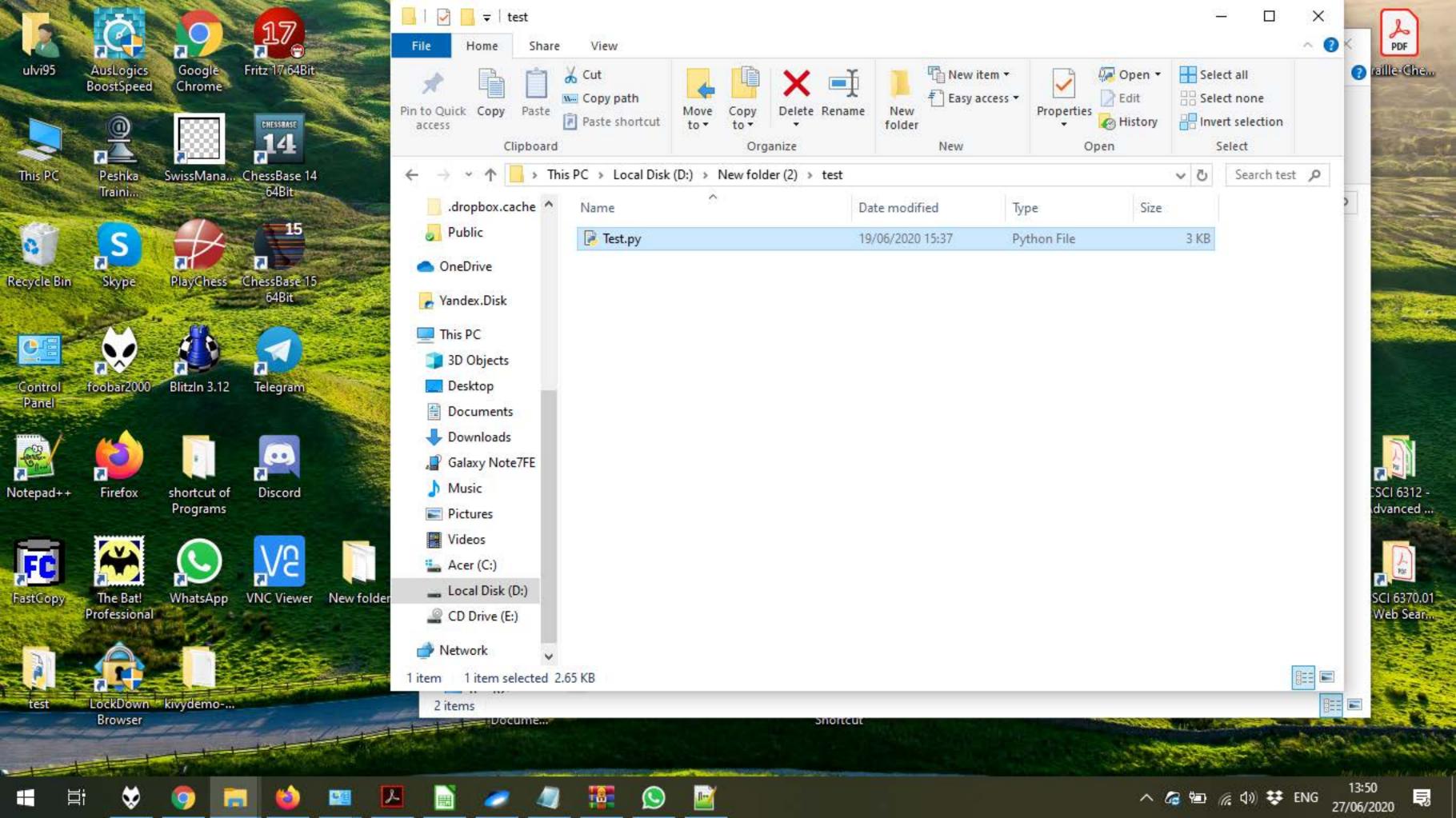


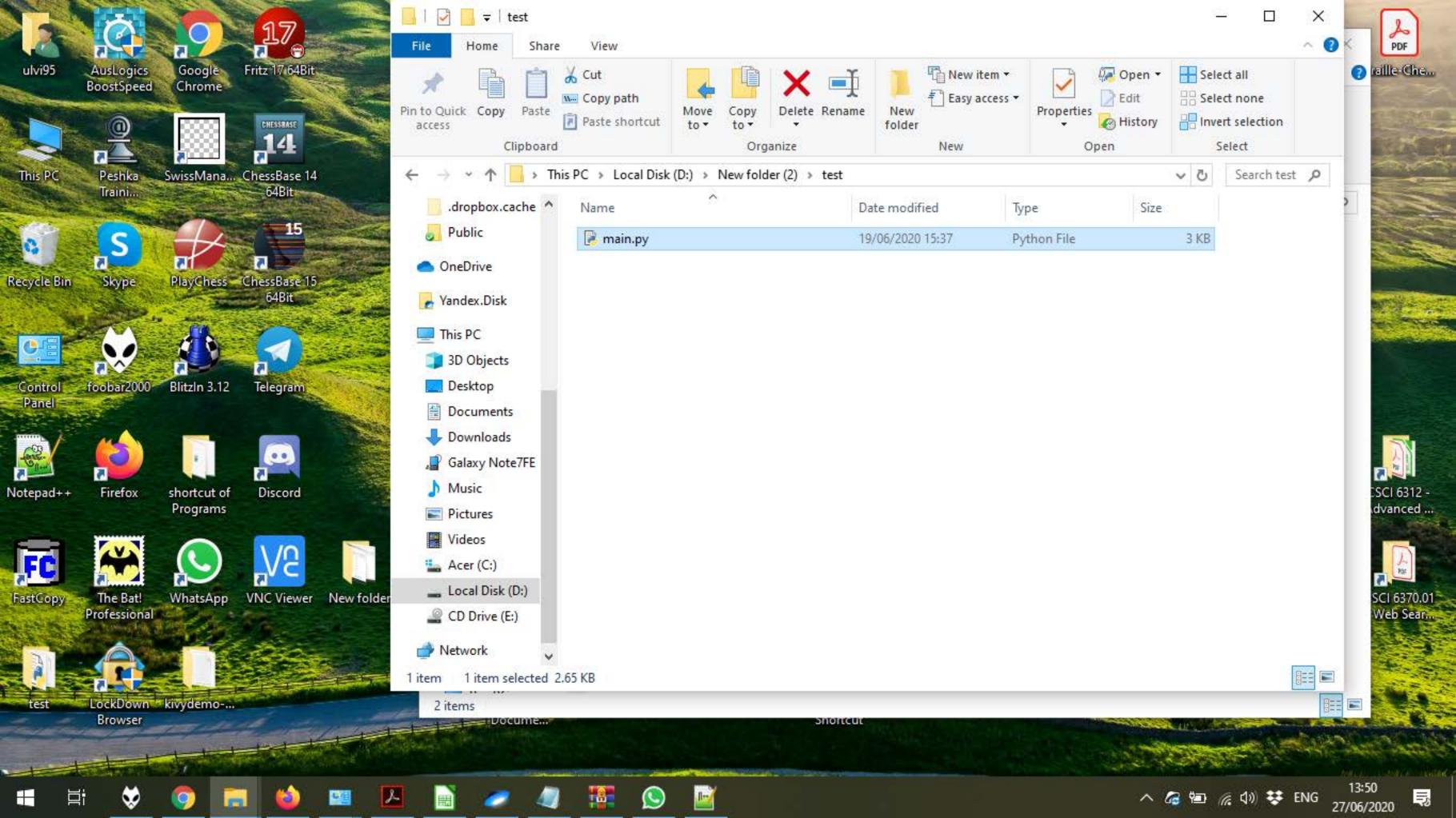


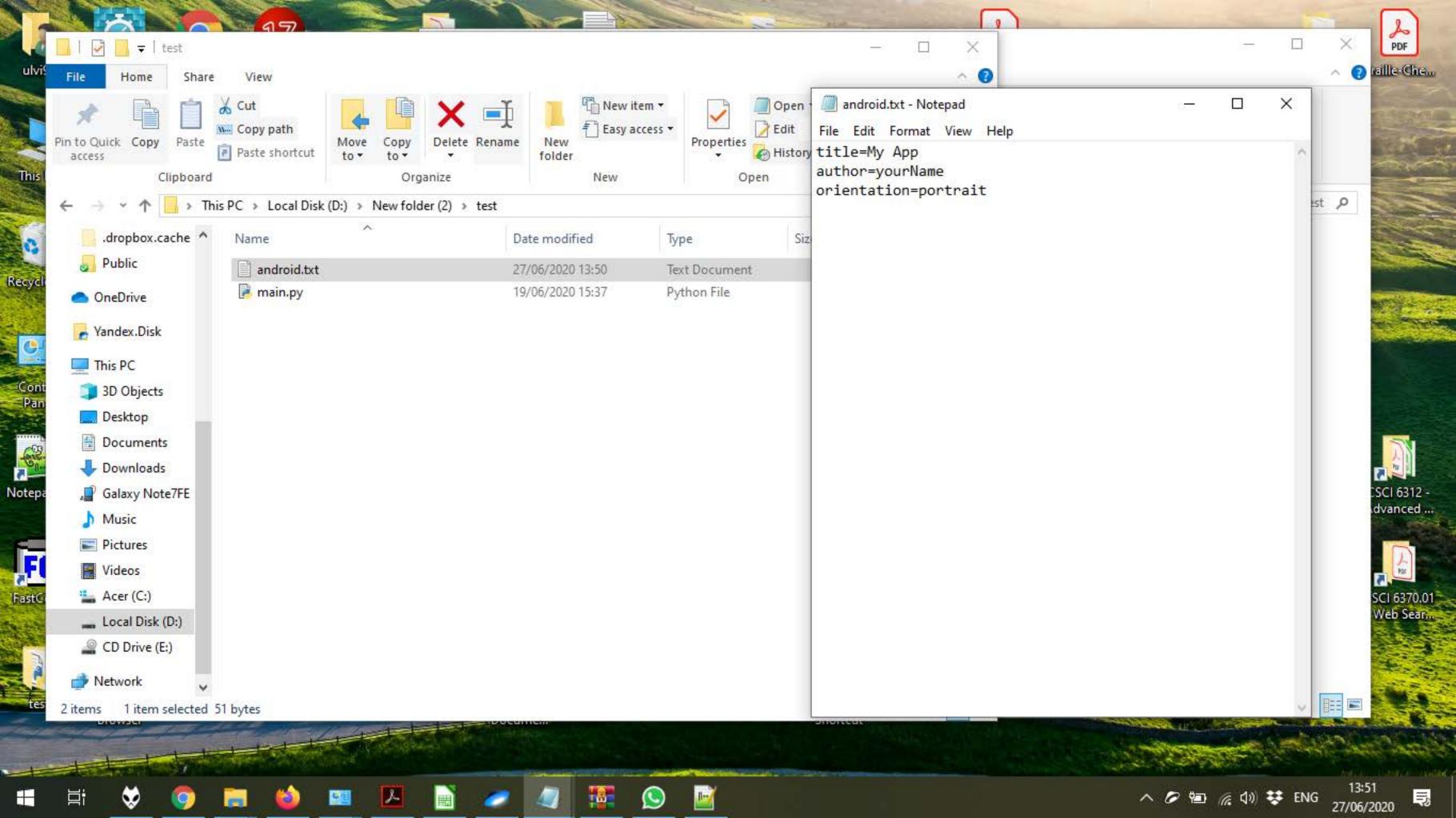
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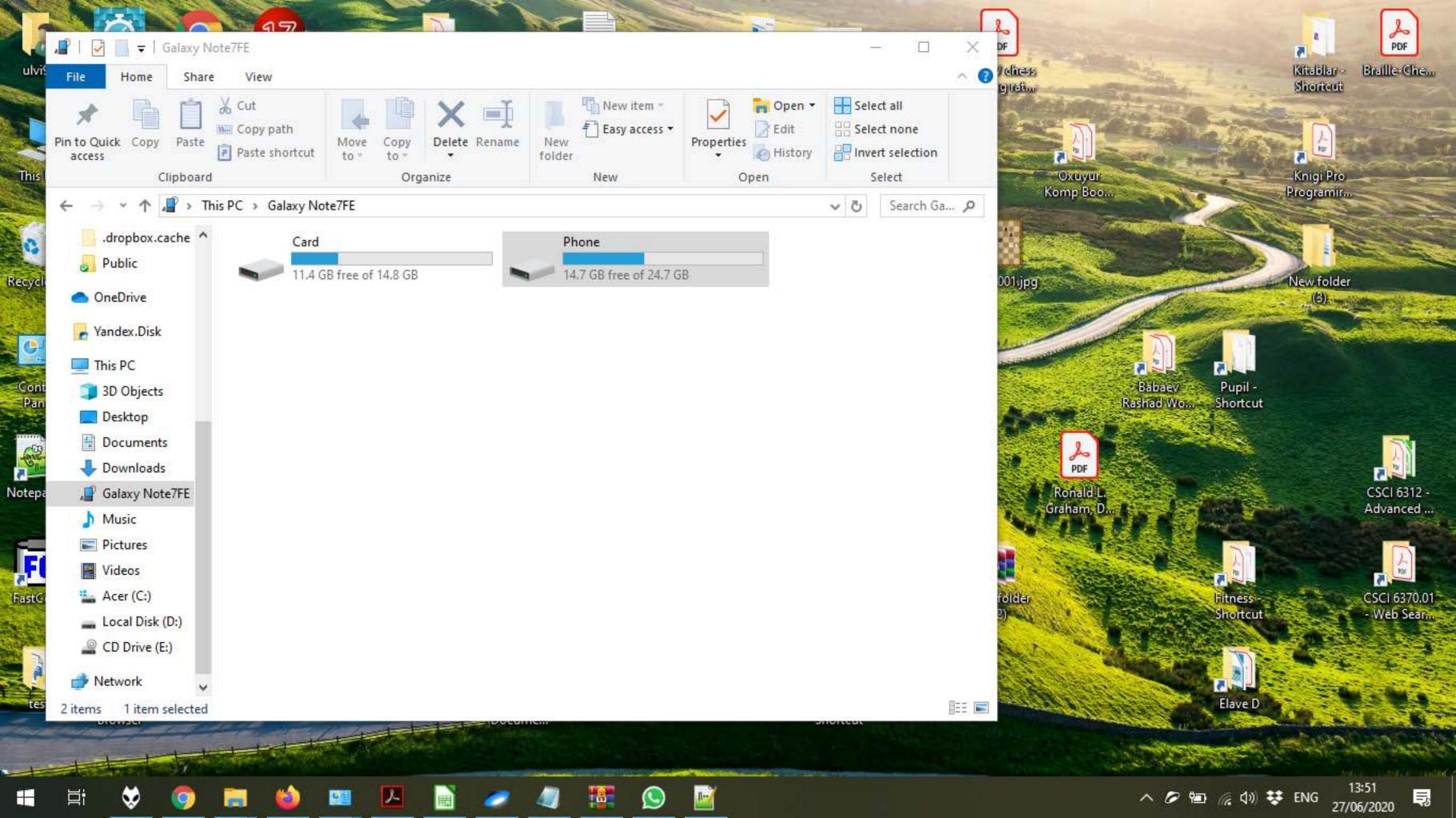
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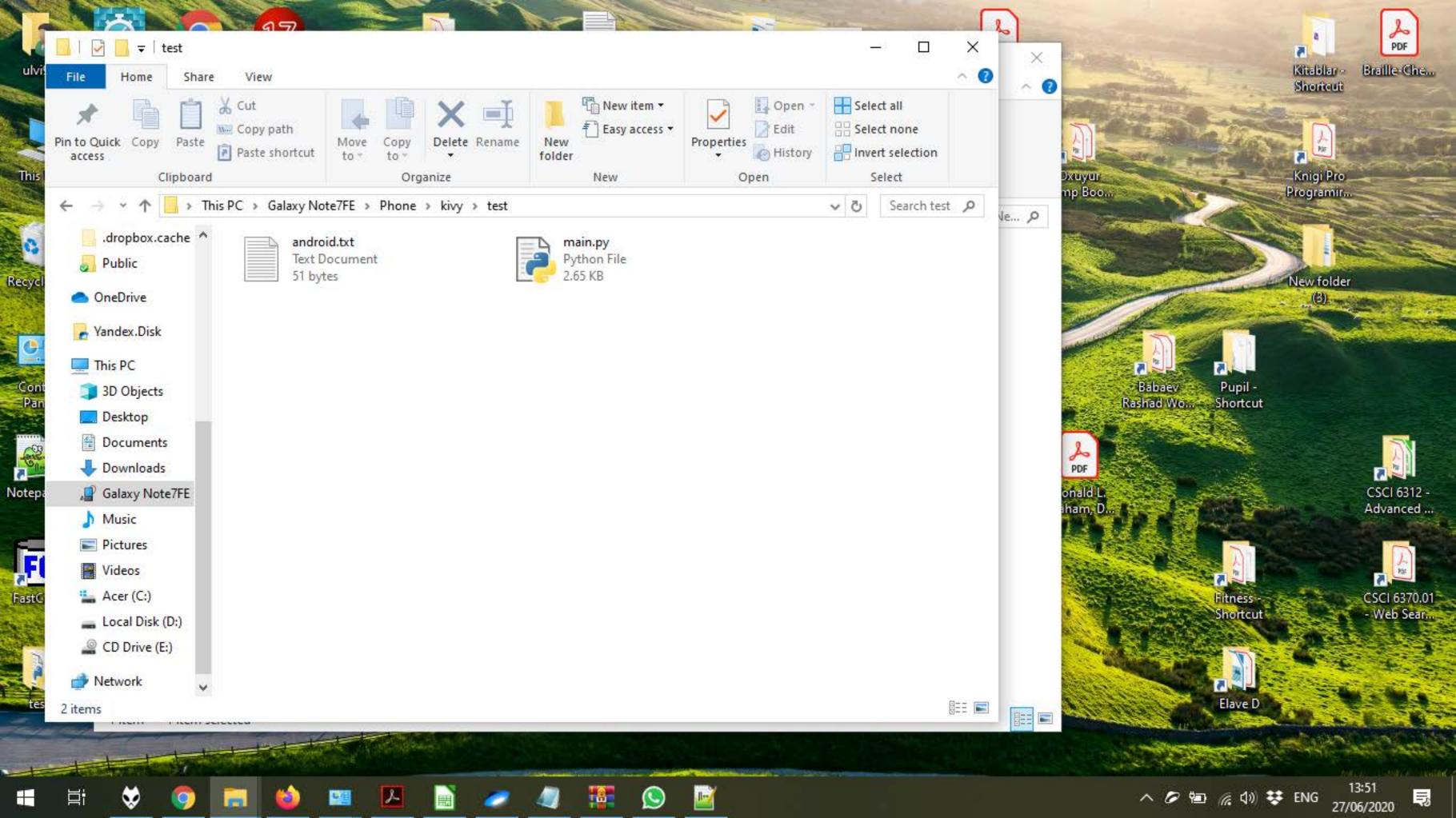
















KIVY LAUNCHER

Please choose a project:

My App yourName

Play Paper, Rock, Scissors

Rock

Paper

Scissors

The computer picked Scissors It was a draw. Try again.

Rock

Paper

Scissors

The code of Python app used for the Kivy Launcher:

```
import kivy
from random import randint
from kivy.app import App
from kivy.uix.label import Label
from kivy.uix.gridlayout import GridLayout
from kivy.uix.button import Button
class LoginScreen(GridLayout):
  def __init__(self, **kwargs):
    super(LoginScreen,self).__init__(**kwargs)
    self.cols = 1 #Making it 1 column to make it look nicer for mobile
  #Define the buttons so the user can select one and bind them
     self.txtLabel = Label(text='Play Paper, Rock, Scissors')
    self.btnRock = Button(text='Rock')
    self.btnRock.bind(on_press=self.pressed)
    self.btnPaper = Button(text='Paper')
    self.btnPaper.bind(on_press=self.pressed)
    self.btnScissors = Button(text='Scissors')
    self.btnScissors.bind(on_press=self.pressed)
    #Add the buttons to the grid to the displayed
    self.add_widget(self.txtLabel)
    self.add_widget(self.btnRock)
    self.add_widget(self.btnPaper)
     self.add_widget(self.btnScissors)
#Defining the function for when the buttons are pressed
  def pressed(self, instance):
  #We list the possible choices and pick a random one
     choices = ['Rock', 'Paper', 'Scissors']
    #We need to generate a random number to use as the computer's move
     computer = choices[randint(0,2)]
    #Read the player's choice
    player = instance.text
    #Display your choice and the computer's to the console and window
    print('You picked ' + player + ' and the computer picked ' + computer)
    self.txtLabel.text = 'The computer picked ' + computer
    #Now we find the winner
     if player == computer:
       winner = 'Draw'
```

```
elif player == 'Rock' and computer == 'Scissors':
       winner = 'You win!'
     elif player == 'Rock' and computer == 'Paper':
       winner = 'The computer wins...'
     elif player == 'Paper' and computer == 'Rock':
       winner = 'You win!'
     elif player == 'Paper' and computer == 'Scissors':
       winner = 'The computer wins...'
    elif player == 'Scissors' and computer == 'Paper':
       winner = 'You win!'
     else:
       winner = 'The computer wins...'
    #Output the winner to the console and window
     if winner == 'Draw':
       print('It was a draw. Try again!')
       self.txtLabel.text += '\nIt was a draw. Try again.'
     else:
       print(winner)
       self.txtLabel.text += '\n' + winner
class MyApp(App): #build function
  def build(self):
     return LoginScreen()
if __name__=="__main__": #run the App
  MyApp().run()
```