

ISA Coding Competition Description. By Lefteris Yr 7 Ibstock Place School

I have essentially replicated a page of a book (called MURDLE by G.T. KARBER) that I loved as a child. In the book it would give you clues, which you use to fill a grid showing who was where and what they had. With your information you could use that to answer who killed the victim, where it happened and how (with what object) they were killed. I used the Python language but all of it is done using tkinter, a Python package for creating quite simple GUIs. I used labels, which are just the way of creating text, for all the writing. I used buttons and some for-loops where from rows "x - y" it creates an "empty-button" and then I linked each button into a specific click pattern, so the code recognises which button was clicked and makes changes to that button. There is also an entry box where you can type in your answer; if it is correct a message box pops up saying "You solved the case" other wise it asks do you want to try again. The outcome is quite nice with everything being perfectly functional.