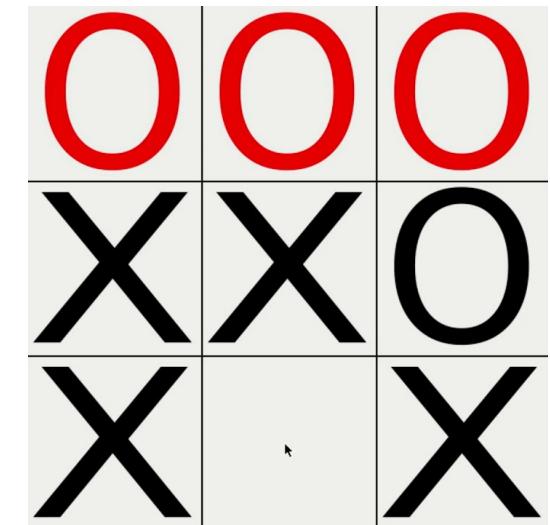


Interface homme-machine en python

```
1 Fin_de_partie = False
2 while not victoire(morpion, 'X') and not victoire(morpion, '0') and not Fin_de_partie:
3     affiche(morpion)
4     print('Joueur X:')
5     x = int(input("jouer à la ligne (0,1,2), 3=Fin: "))
6     y = int(input("jouer à la colonne (0,1,2), 3=Fin: "))
7     if 0<=x<=2 and 0<=y<=2:
8         if morpion[x][y] == ' ':
9             jouer(morpion, 'X', x, y)
10    elif x==3 or y==3:
11        Fin_de_partie = True
12    print('Partie terminée')
```

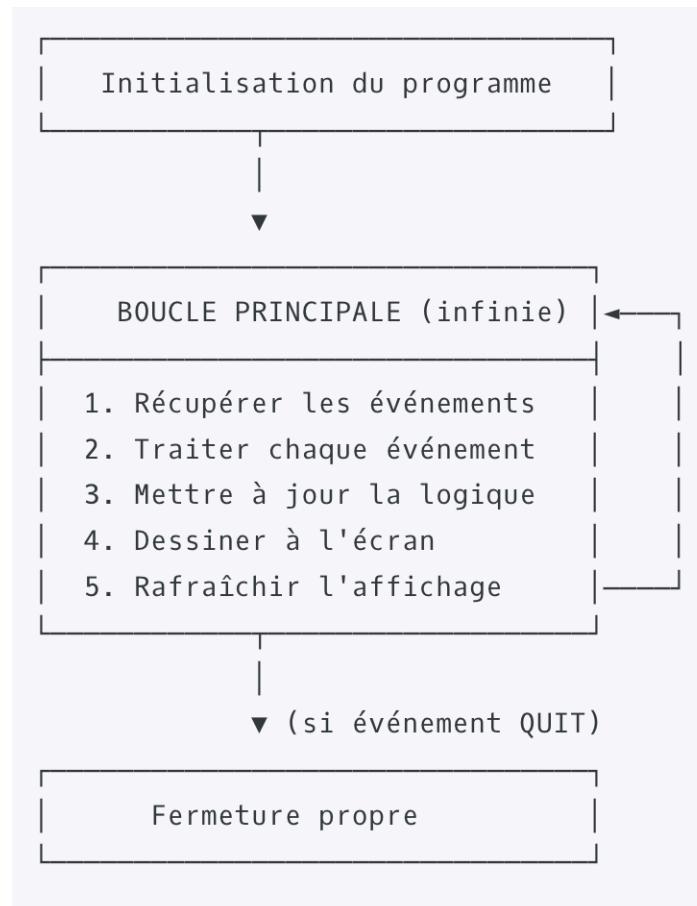
```
  | X |   |
0 | X | X |   |
X | 0 |   |
Joueur X:
jouer à la ligne (0,1,2), 3=Fin: 0
jouer à la colonne (0,1,2), 3=Fin: 0
X | X |   |
0 | X | X |   |
X | 0 |   |
Joueur X:
jouer à la ligne (0,1,2), 3=Fin: |
```

CLI - Command Line Interface (Interface en ligne de commande)

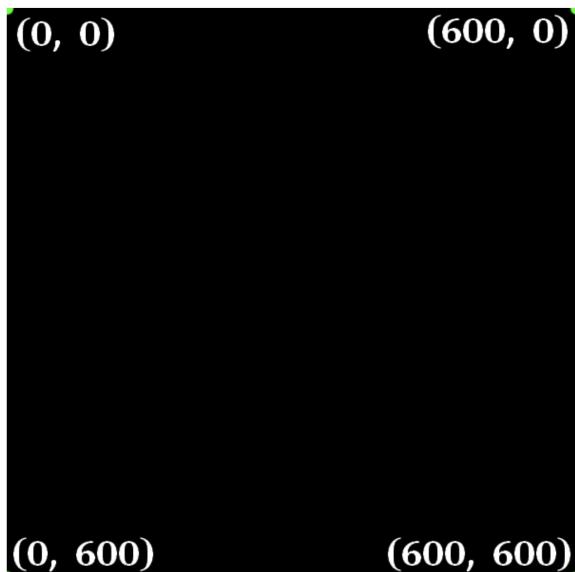


GUI - Graphical User Interface (Interface graphique)

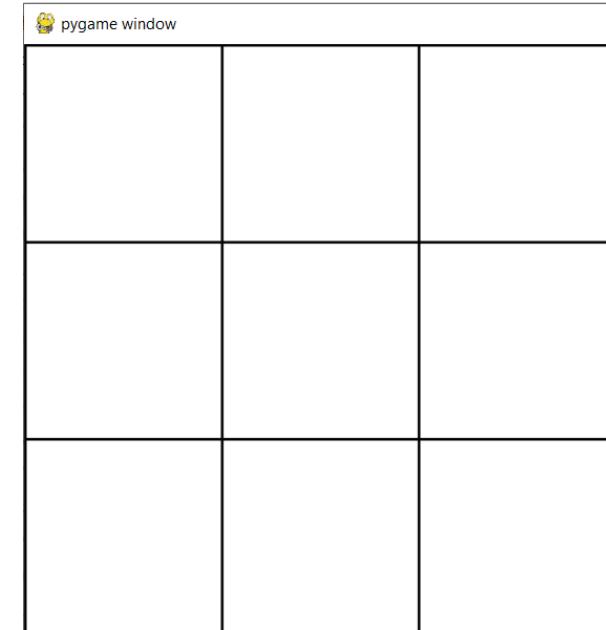
Schéma de la boucle évènementielle



couleur ou image de fond

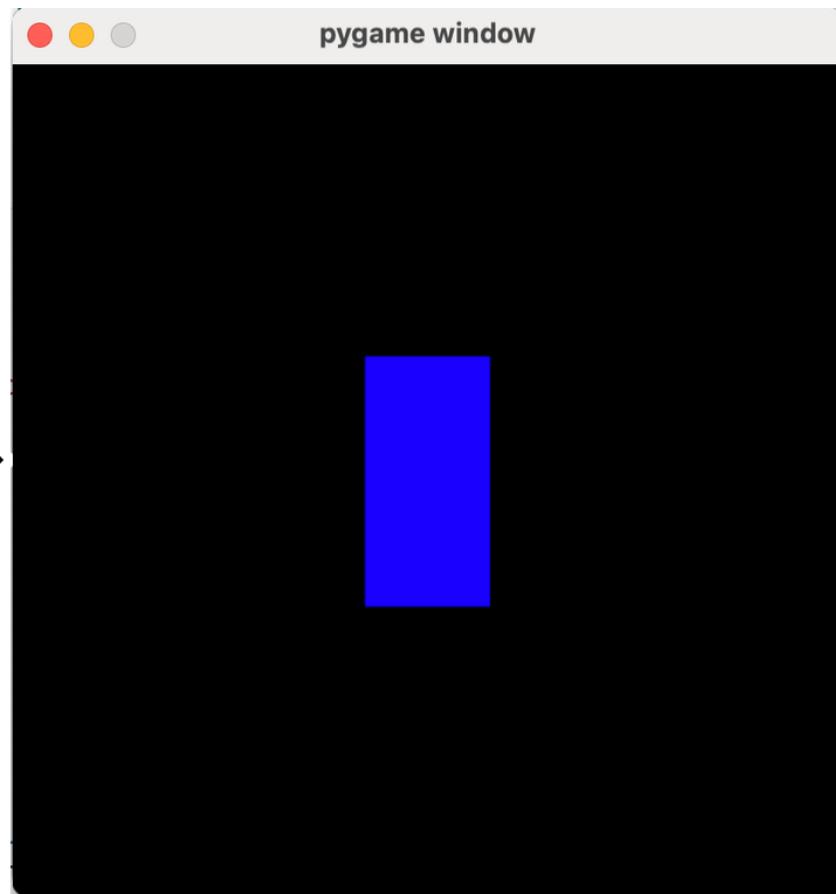
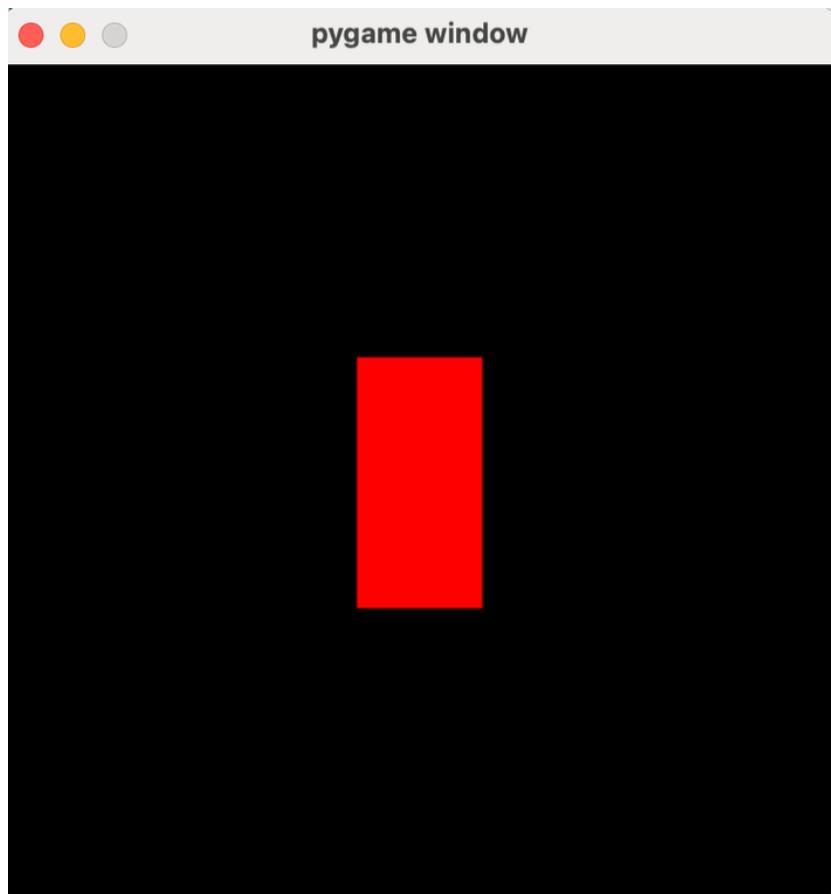


```
# zone 1
screen = pygame.display.set_mode((600, 600))
screen.fill((0, 0, 0))
```

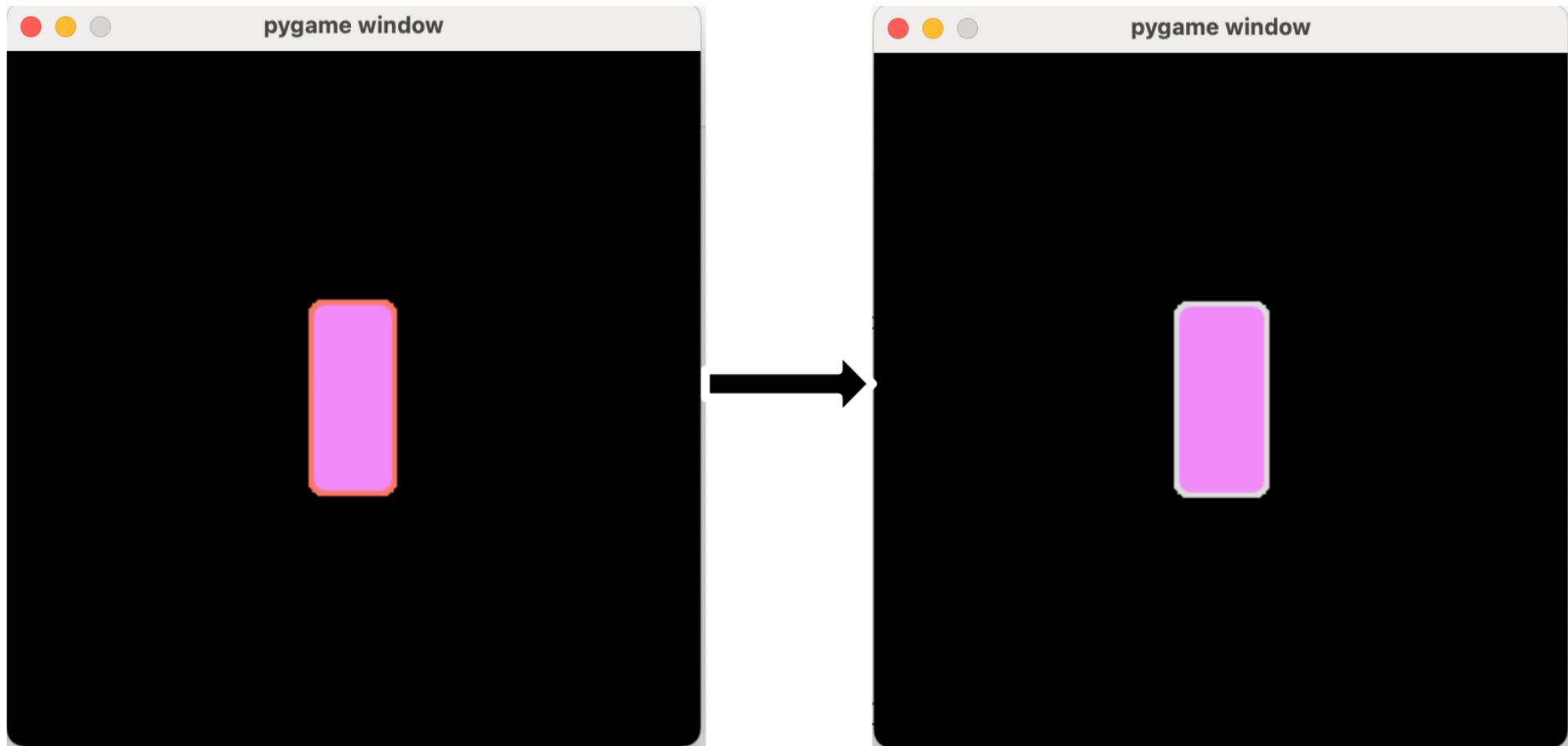


```
# zone 1
screen = pygame.display.set_mode((LARGEUR, HAUTEUR))
fond = pygame.image.load("salon.png").convert()
screen.blit(fond, (0,0))
```

exercice



exercice



exercice



```
screen.fill(255,255,255)
font = pygame.font.Font(None, 36)
texte = "Bienvenue dans la salle mystérieuse"
texte_surface = font.render(texte, True, (0,0,0))
screen.blit(texte_surface, (0, 0))
```

