

```

from PyQt5.QtWidgets import QApplication
from PyQt5.uic import loadUi

app = QApplication([])
window = loadUi("interface_mot.ui")

def rang(c):
    c=c.upper()
    if(c=='A'):
        r=1
    elif(c=='E'):
        r=5
    elif(c=='I'):
        r=9
    elif(c=='O'):
        r=15
    elif(c=='U'):
        r=21
    elif(c=='Y'):
        r=25
    else:
        r=0
    return r

def poids(ch):
    if(len(ch)==0):
        msg="la chaine est vide!!!"
    else:
        p=0
        for i in range(len(ch)):
            p=p+rang(ch[i])*i
        msg=str(p)
    return msg

#function executed after a click on the button "jouer"
def calculer():
    window.lbl3.setText("")
    mot=window.zs.text()
    res=poids(mot)
    window.lbl3.setText(res)

window.btn.clicked.connect(calculer)
window.show()
app.exec()

```