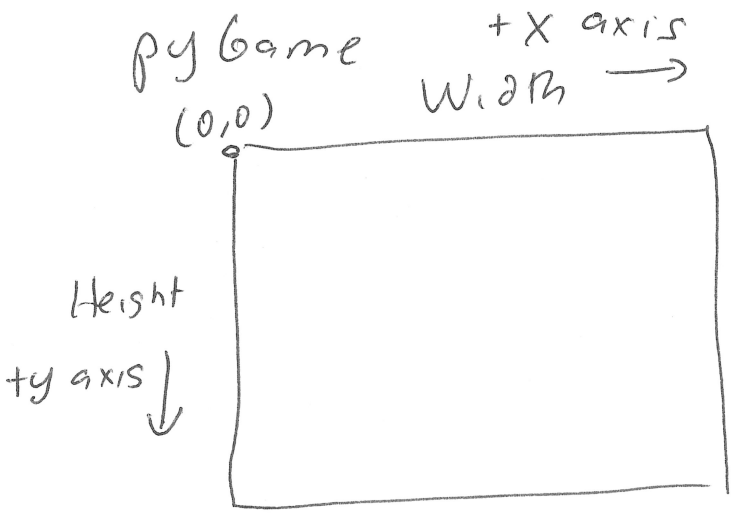
6/11/25 OOP Python



Display Surface

Width Height

need to be specified (pixels)

pygame.draw.rect(x_{tl}, y_{tl}, w, h)

h → height

w → width

x, y coordinate of top left

$360° = 2\pi$ radians

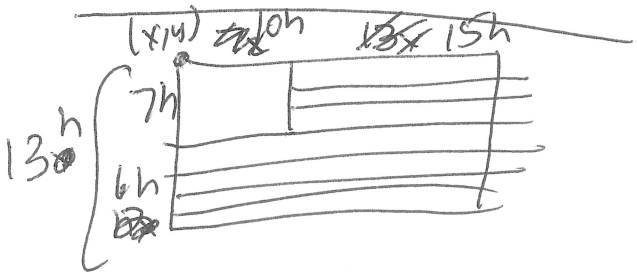
$180° = \pi$ radians

$90° = \frac{\pi}{2}$ radians

$30° = \frac{\pi}{6}$ radians

$45° = \frac{\pi}{4}$ radians

New Drawing



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# Arup Guha
# 7/12/2015
# Drawing using pygame

import pygame, sys
from pygame.locals import *

pygame.init()
DISPLAYSURF = pygame.display.set_mode((1000, 600))
pygame.display.set_caption("Drawing!")

black = pygame.Color(0,0,0)
red = pygame.Color(255,0,0)
green = pygame.Color(0,255,0)

pts = [(100,200), (200,200), (300,150), (150,100), (25, 175)]

while True:

    for event in pygame.event.get():
        if event.type == QUIT:
            pygame.quit()
            sys.exit()

    DISPLAYSURF.fill(black)
    pygame.draw.ellipse(DISPLAYSURF, green, (500, 300, 50, 150), 10)
    pygame.draw.line(DISPLAYSURF, red, (500, 0), (500, 550))
    pygame.draw.line(DISPLAYSURF, pygame.Color(255,255,255), (0, 250), (950,
250))
    pygame.draw.rect(DISPLAYSURF, pygame.Color(95, 12, 183), (50, 200, 700,
50), 10)
    pygame.draw.polygon(DISPLAYSURF, red, pts)
    pygame.display.update()
```

required

variable, can call this anything

creates the display surface

One way to create color objects (specifying Red, Green, Blue)

fills background surface of whole
