1. 代码：

```python
# Code for chapter 04 - Debugging with the Scientific Method
# WITH BUGS!
# This code contains a single defect
# that is hard to find by looking at the symptoms or the code.
#
# The program should print codes of pressed keys.

from pygame.locals import KEYDOWN
import pygame


def event_loop(handle_key, delay=10):
    """Processes events and updates callbacks."""
    while True:
        pygame.event.pump()
        event = pygame.event.poll()
        if event.type == KEYDOWN:
            handle_key(event.key)
        pygame.time.delay(delay)


if __name__ == '__main__':
    pygame.init()
    # 下面这句话我不加的话（即老师发的代码不改动）在我的Mac上可以正常运行（见截图），但
    是看群里同学说在Windows上必须初始化窗口大小后才能运行
    pygame.display.set_mode((200,100))
    event_loop(print)
```

2. 截图：

```python
# Code for chapter 04 - Debugging with the Scientific Method
# WITH BUGS!
# This code contains a single defect
# that is hard to find by looking at the symptoms or the code.
#
# The program should print codes of pressed keys.

from pygame.locals import KEYDOWN
import pygame


def event_loop(handle_key, delay=10):
    """Processes events and updates callbacks."""
    while True:
        pygame.event.pump()
        event = pygame.event.poll()
        if event.type == KEYDOWN:
            handle_key(event.key)
        pygame.time.delay(delay)


if __name__ == '__main__':
    pygame.init()
    event_loop(print)
```

Ln: 20   Col: 0

```
==================== RESTART: /Users/xianfei/Desktop/test3.py ====================
pygame 1.9.6
Hello from the pygame community. https://www.pygame.org/contribute.html
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```

Ln: 48   Col: 3