## #1 - Introduction

Hey everyone! This is the first video that I’m making about goopylib to introduce to you what it is all about. Goopylib is a graphics library written in Python and it can be used to make games, GUIs, animations, and a lot more! I started working on it about 2 years ago when I began editing John Zelle’s graphics.py to add more functionality. Since then, it’s grown into something absolutely amazing that even I use to make my own applications.

This is goopylib.

Here’s how it’s organized. Goopylib is currently divided into 5 subpackages: objects, math, sound, applications, & physics. Together, they provide functionality that no other Python library can.

The objects subpackage is perhaps the most important, it contains everything you would need to build a responsive GUI or a beautiful game.

The math subpackage is one I am particularly proud of and it’s been an amazing journey developing it. If you need functions used in a lot of computer graphics, this is it.

And you know what’s great? It’s being actively developed – just by me for now, but hopefully other contributors will join in time.

The sound subpackage is planned to have all sorts of tools required to bring your programs to life. This doesn’t just include the ability to play sounds on multiple channels with volume controls, but also manipulate sounds – add reverb, distortion & compression, delay, and more with just a few lines of code.

It also has a rigid-body physics engine planned in the future to allow you to incorporate gravity & collisions into your projects too.

Wanna know more? Well, I’ve worked quite a bit on optimization, so it should run pretty fast. I clocked about 40,000 frames per second on a test Pac-Man game. There are very few dependencies – only pillow & numpy. It’s also entirely a passion project! I’ve been the sole worker on this for 2 years now.

Goopylib is incredibely pretty simple & intuitive to use too! Check this out.

Create a Window

Draw an Image to it

Find the location of a mouse click

And check if the Image was clicked

So, if you’re interested in creating graphical apps in Python with simple code and great support, give Goopy a try! And if you have any feedback or suggestions, make sure to either comment it down below, or head over to the goopylib github page and post an issue – the github page is also where you can find the official documentation.

## 2# - Creating a Window

Hello! In the second video about goopylib, I’d like to talk to you about windows and how you create them. A window is the most fundamental part of graphical application and as such, knowing how to create one is incredibly important and simple.

First, let’s start by importing goopylib into our program. There are a few ways you can do this. The most basic is to simply type `from goopylib.imports import \*`, this will take everything in the library from all the subpackages and import it into your file. Alternativly, if you would only like to use the window, you could just say `from goopliby.Window import Window`.

Great! Now we have the Window class to work with.

Next, we’ll create an instance of a window itself. Let’s have it defined to a variable called `window`. `window = Window()`. And here, we can give the window some important attributes. The first will be its title: `title=”Test Window”`. We can also specify its dimensions: `width=700, height=700`. This should give us a square window.

Let’s try running the program. You’ll see that we get no window at all! This is because the program creates a window and then just ends, closing. So, we’ll add in what is known as a mainloop. It’s simply just a while loop that runs while the window is open. `while window.is\_open():`. We’ll leave it empty for now.

If we were to run this now, it works! We have a window! While we have this program open, why don’t we try drawing something to the window? Import the Circle & Point classes, then we’ll draw one to the window. Don’t worry about what this means for now, I’ll go in detail in future videos.

You’ll notice that the window doesn’t actually get a circle drawn to it. This is because every Window needs to be updated – manually. You could just do this by putting an update after you draw the circle, but I prefer doing it inside the mainloop. `window.update()`.

And there we have it! It’s that simple. Goopylib provides many ways of customizing windows too and Ill mention just a few of them in this video. If you need a detailed documentation go to the link in the description.

You have already seen how to add a title to the window and set its width & height. We can make the window manually resizable by the user by using the `resizable\_width` and `resizable\_height` arguments. Providing the `min\_width`, `min\_height`, `max\_width`, and `max\_height` arguments will also allow you to customize the maximum and minimum sizes the user can expand or shrink the window to.

By default, the window appears on the top-right corner of the screen, this can be changed by providing the `x\_pos` and `y\_pos` arguments. To set the background colour of a window, use `bk\_colour` and assign it to a goopylib Colour Object. If you want to specify a custom icon for your window, you can provide a filepath to a .ico file.

And those are the important ones you need to worry about. All these attributes come with getter and setter functions too so that you can edit them after the Window has been created.

This just scratches the surface of the Window class – there is so much more you can do with it which I hope to get to in future videos. If you have any questions, make sure to post them in the video description or the issues page inside GitHub.

### Possible Background Music Pieces:

1. Tchaikovsky Piano Trio, Mvt II
2. Chopin Nocturne No 2 Op. 9 in Eb Major
3. **Chopin Nocturne No. 3 Op. 9 in B Major - #1 Introduction**
4. Chopin Nocturne No. 1 Op. 15 in F Major
5. Chopin Nocturne No.1 Op. 32 in B Major
6. Chopin Nocturne No. 2 Op. 62 in E Major
7. Debussy Arabesque No. 1