Basic Animation Psuedo Code:

1. Initialize Pygame.

2. Set the screen width and height to 640 and 480, respectively.

3. Create a Pygame window with the specified dimensions and set the caption.

4. Load the background image "Blackjack.jpg" and scale it to fit the screen size.

5. Load the card image "card.png" and scale it to a size of 75x100 pixels.

6. Initialize variables for the card's position (card\_x, card\_y), speed, and initial angle.

7. Create a clock object to control the frame rate.

8. Set a boolean variable (keepGoing) to True to control the main game loop.

9. While keepGoing is True:

10. Limit the frame rate to 30 frames per second.

11. Handle events:

- Check if the user has clicked the close button on the window.

- If so, set keepGoing to False to exit the loop.

12. Increment the angle\_degrees by 1 to make the image spin continuously.

13. If angle\_degrees is greater than or equal to 360, subtract 360 to keep it within the range [0, 359].

14. Convert the angle from degrees to radians.

15. Rotate the card image by the angle\_degrees.

16. Update the card's x-coordinate by adding the speed.

17. If the card moves off the screen to the right, set its x-coordinate to the left edge of the screen minus its width.

18. Blit the background image onto the screen at coordinates (0, 0).

19. Blit the rotated card image onto the screen at the updated card\_x and card\_y coordinates.

20. Update the display to show the changes.

21. Quit Pygame when the loop exits.