import simplegui

Width=600

Height=400

point\_radius=2

point\_pos= [10, 20]

# Handlers

def keydown(key):

vel=[3,0.7]

point\_pos[0]+=vel[0]

point\_pos[1]+=vel[1]

def draw(canvas):

canvas.draw\_point(point\_pos, "White")

canvas.draw\_polygon([[50, 50], [180, 50], [180, 140], [50, 140]], 12, 'Red')

# Create a frame and assign callbacks to event handlers

frame = simplegui.create\_frame("point vs rect", Width, Height)

#register event handlers

frame.set\_keydown\_handler(keydown)

frame.set\_draw\_handler(draw)

# Start the frame animation

frame.start()