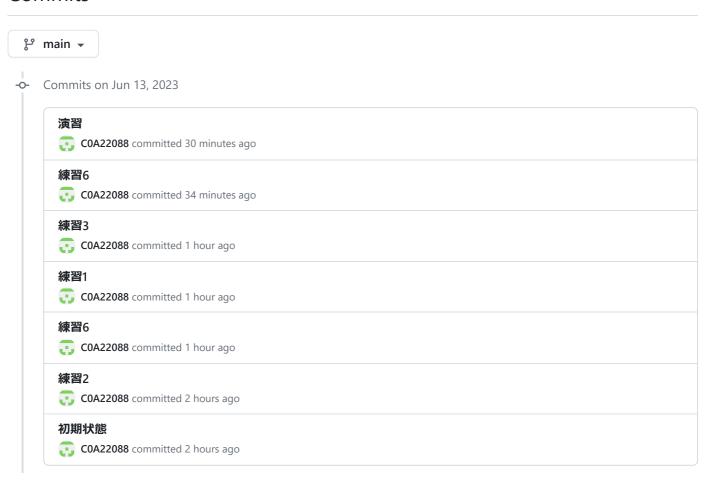


Commits



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☐ C0A22088 / ProjExD_01 (Public)
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  📆 C0A22088 演習
                                                                                        31 minutes ago ....
38 lines (32 loc) · 999 Bytes
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   Code
           Blame
     1
           import pygame as pg
     2
           import sys
     3
     4 🗸
           def main():
               pg.display.set_caption("はばたけ!こうかとん")
     5
     6
               screen = pg.display.set_mode((800, 600))
     7
               clock = pg.time.Clock()
     8
               bg_img = pg.image.load("ex01/fig/pg_bg.jpg")
     9
               bg_imags = pg.transform.flip(bg_img, True, False)
               kk_img = pg.image.load("ex01/fig/3.png")
    10
    11
               kk_img = pg.transform.flip(kk_img, True, False)
               kk_img2 = pg.transform.rotozoom(kk_img, 10, 1.0)
    12
    13
               kk_imgs = [kk_img, kk_img2]
    14
               tmr = 0
    15
               while True:
    16
    17
                   for event in pg.event.get():
    18
                       if event.type == pg.QUIT: return
    19
    20
                   tmr += 1
                   x = tmr%3200
    21
    22
                   screen.blit(bg_img, [-x, 0])
    23
                   screen.blit(bg_imags, [1600-x, 0])
                   screen.blit(bg_img, [3200-x, 0])
    24
                   if x % 100 >= 50:
    25
                       screen.blit(kk_img, [300, 200])
    26
                   else:
    27
                       screen.blit(kk_img2, [300, 200])
    28
    29
    30
                   pg.display.update()
                   clock.tick(100)
    31
    32
    33
           if __name__ == "__main__":
    35
               pg.init()
    36
               main()
    37
               pg.quit()
               sys.exit()
    38
```