events = pygame.event.get()  
**for** event **in** events:  
 **if** event.type == pygame.KEYDOWN:  
 **if** event.key == pygame.K\_LEFT:  
 dx -= 1  
 **if** event.key == pygame.K\_RIGHT:  
 dx += 1  
 **if** event.key == pygame.K\_UP:  
 dy -= 1  
 **if** event.key == pygame.K\_DOWN:  
 dy += 1