

Responding to User Interaction

Events. All. The. Time.

```
...  
while not done:  
    for event in pygame.event.get():  
        if event.type == pygame.QUIT:  
            done = True  
...
```

Printing the Event information

```
...  
while not done:  
    for event in pygame.event.get():  
        print event  
        if event.type == pygame.QUIT:  
            done = True  
...
```

Types of events

- keyboard
- mouse

Keyboard events: Arrow Keys

Getting the key

```
while not done:
    for event in pygame.event.get():
        pressed = pygame.key.get_pressed()
        if pressed[pygame.K_UP]:
            y -= 3
        if pressed[pygame.K_DOWN]:
            y += 3
        if pressed[pygame.K_LEFT]:
            x -= 3
        if pressed[pygame.K_RIGHT]:
            x += 3
    if event.type == pygame.QUIT:
        done = True
```

Mouse events

Getting mouse event info

```
while not done:
    for event in pygame.event.get():
        if event.type == pygame.MOUSEBUTTONDOWN:
            x, y = event.pos
```