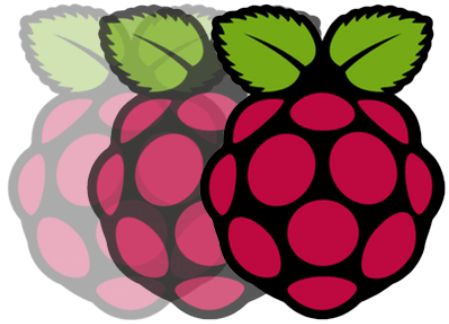


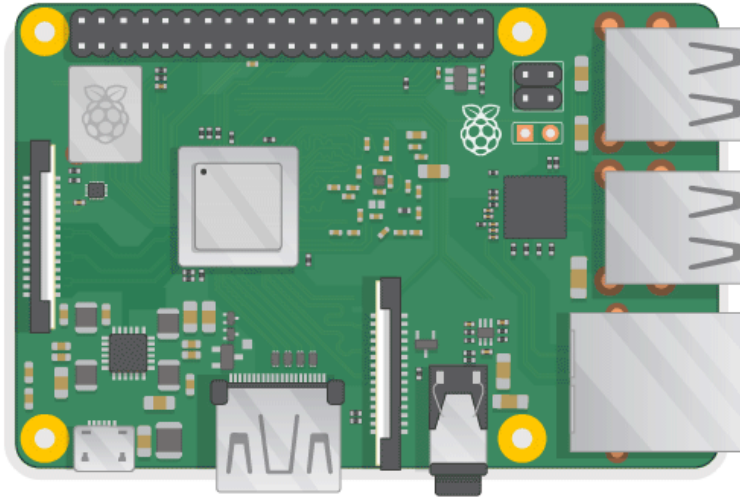
Contents

- 01 **Parts**
- 02 **Introduction**
- 03 **Getting Started: Open Terminal**
- 04 **Getting Started: PyGame**
- 05 **Basic PyGame**



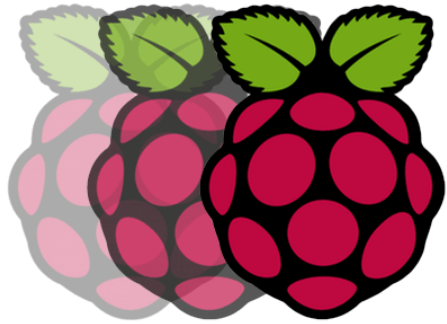


Required Parts



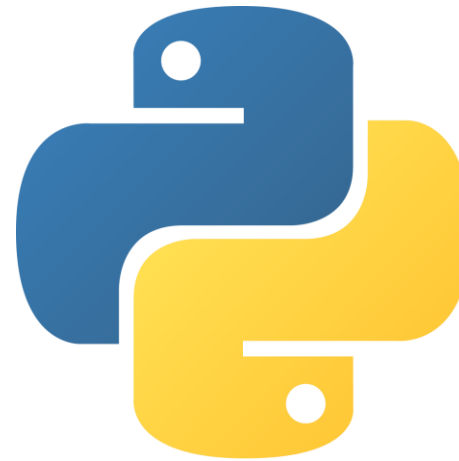
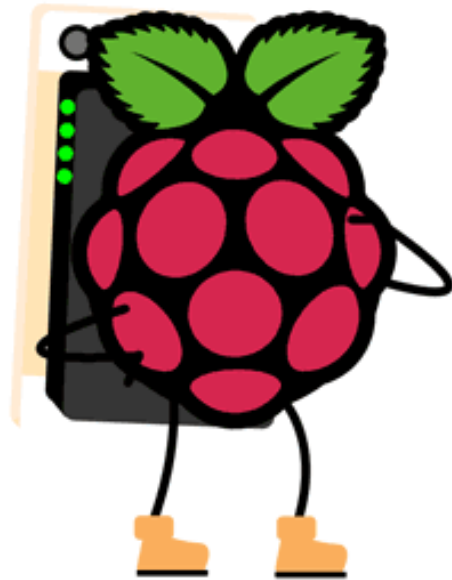
Raspberry Pi Computer

Others: Your Creativity



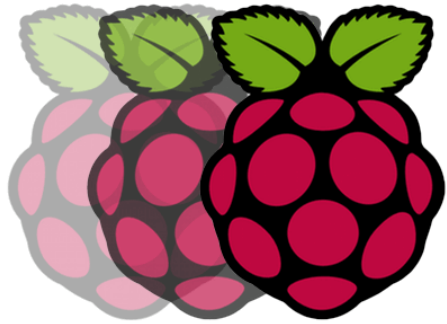
Introduction

Why Python?



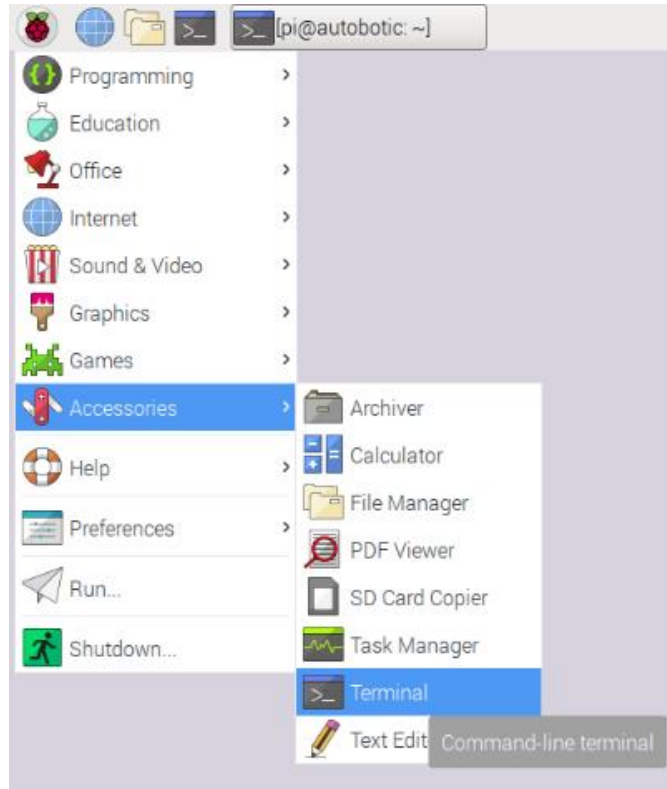
Did you know?

Fact: Pi in Raspberry Pi is inspired by the word
Python



Getting Started

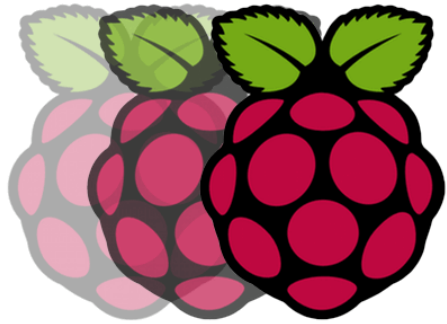
Open Terminal



Using GUI

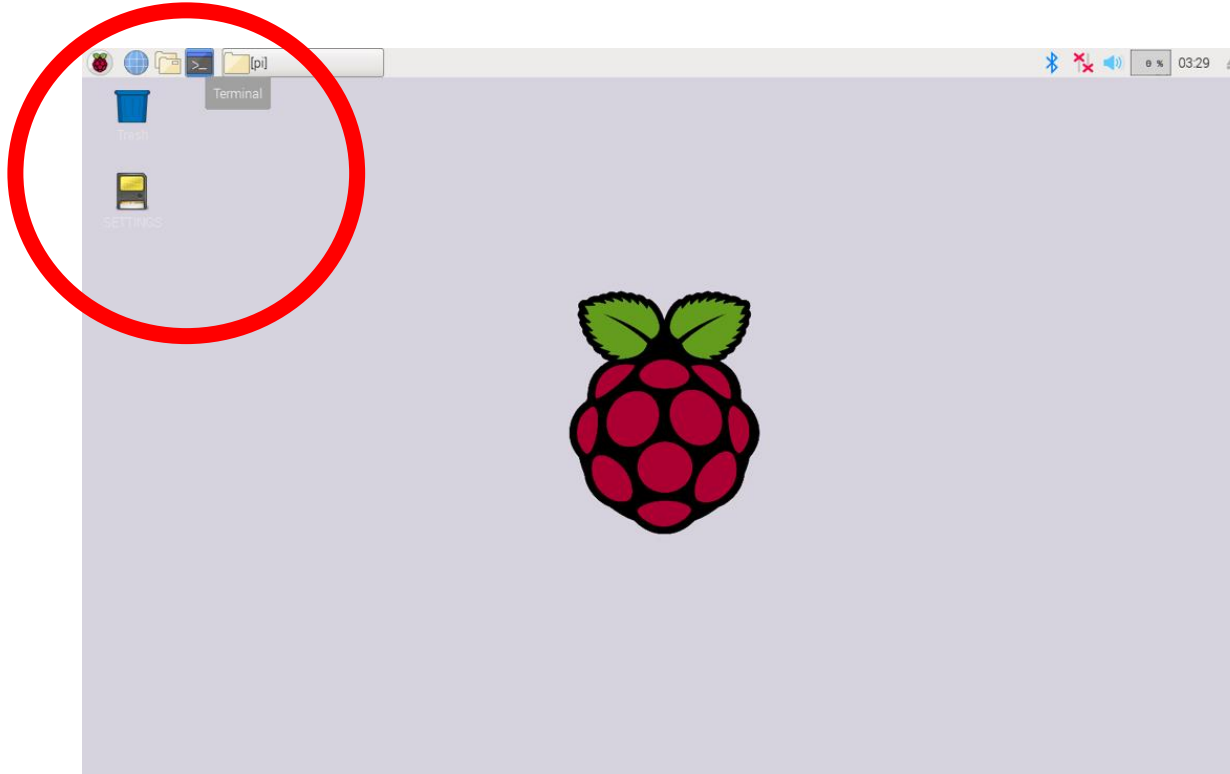
Main menu > Accessories > Terminal



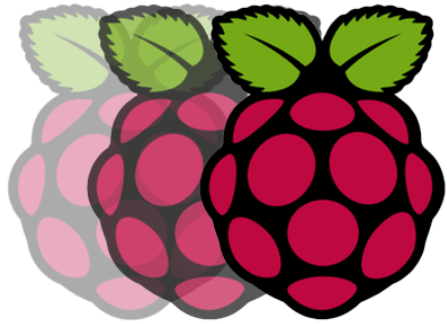


Getting Started

Open Terminal

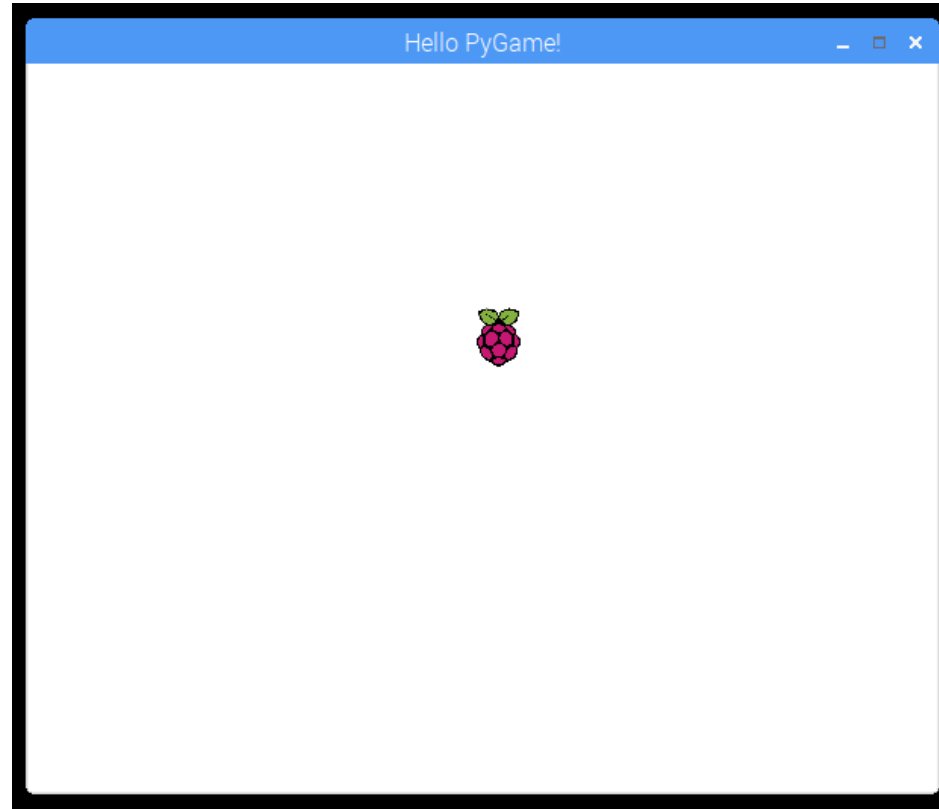


Using GUI
Shortcuts Icon



Getting Started

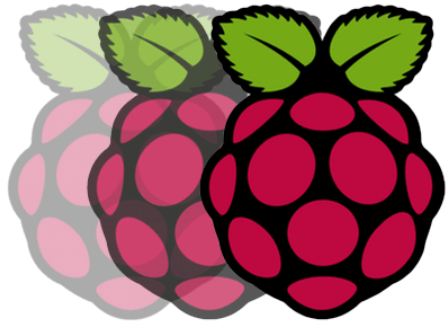
PyGame



Python library used for creating games

Classical Games





Basic PyGame

Importing PyGame Frameworks

```
import pygame
```

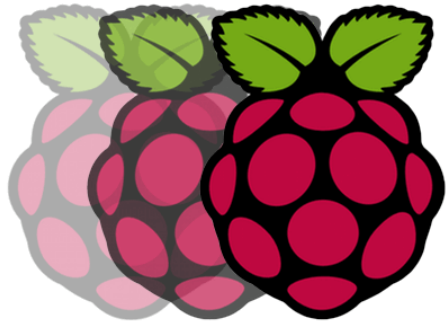
```
from pygame.locals import *
```

```
import os
```

```
import sys
```

access to all its submodules





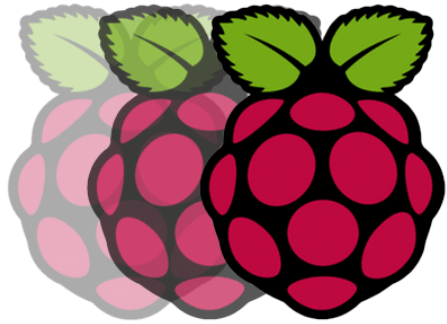
Basic PyGame

Initializing Pygame

`pygame.init()`

load drivers and query hardware so that Pygame is ready to use all the devices on your computer.





Basic PyGame

The main loops – games loop

`while True`

All games will have a loop like this, which typically repeats once per screen refresh.