import pygame

from pygame.draw import \*

pygame.init()

FPS = 30

screen = pygame.display.set\_mode((500, 700))

pygame.draw.rect(screen,(139,121,94),(0,350,500,350),)

pygame.draw.rect(screen,(25,25,112),(0,0,500,350))

pygame.draw.circle(screen,(255,255,255),(340,220),65)

pygame.draw.ellipse(screen,(139,125,123),(200, 70, 310, 50))

pygame.draw.ellipse(screen,(139,125,123),(190, 240, 320, 50))

pygame.draw.ellipse(screen,(139,125,123),(165, 120, 340, 75))

pygame.draw.ellipse(screen,(190,190,190),(-110, 20, 360, 50))

pygame.draw.ellipse(screen,(139,125,123),(-80, 150, 340, 65))

pygame.draw.ellipse(screen,(190,190,190),(-80, 200, 320, 50))

pygame.draw.ellipse(screen,(190,190,190),(300,22,290,50))

pygame.draw.ellipse(screen,(190,190,190),(380,150,320,50))

pygame.draw.ellipse(screen,(190,190,190),(-130, 109, 360, 50))

pygame.draw.ellipse(screen,(190,190,190),(330, 270, 360, 60))

pygame.draw.ellipse(screen,(139,125,123),(180, 280, 300, 50))

pygame.draw.ellipse(screen,(190,190,190),(-60,30,300,85))

pygame.draw.circle(screen,(255,0,0),(377,414),20)

pygame.draw.ellipse(screen,(211,211,211),(8,240,270,100))

pygame.draw.ellipse(screen,(240,248,255),(80,240,140,50))

pygame.draw.ellipse(screen,(255,255,255),(30,272,40,25))

pygame.draw.ellipse(screen,(255,255,255),(75,295,40,25))

pygame.draw.ellipse(screen,(255,255,255),(130,300,40,25))

pygame.draw.ellipse(screen,(255,255,255),(180,300,40,25))

pygame.draw.ellipse(screen,(255,255,255),(220,280,35,24))

pygame.draw.polygon(screen,(255,240,245),[[131,340],[171,339],[200,475],[100,465]])

pygame.draw.line(screen, (112,128,144),

[0, 350],

[500, 350], 3)

pygame.draw.ellipse(screen,(127,255,212),(340,430,30,13))

pygame.draw.ellipse(screen,(127,255,212),(320,430,23,9))

pygame.draw.circle(screen,(127,255,212),(312,424),14)

pygame.draw.ellipse(screen,(127,255,212),(278,400,31,85))

pygame.draw.circle(screen,(127,255,212),(276,417),12)

pygame.draw.ellipse(screen,(127,255,212),(257,425,18,20))

pygame.draw.ellipse(screen,(127,255,212),(257,442,11,12))

pygame.draw.ellipse(screen,(127,255,212),(274,467,23,25))

pygame.draw.ellipse(screen,(127,255,212),(297,467,23,25))

pygame.draw.ellipse(screen,(127,255,212),(267,481,17,50))

pygame.draw.ellipse(screen,(127,255,212),(311,480,17,50))

pygame.draw.circle(screen,(127,255,212),(266,531),9)

pygame.draw.circle(screen,(127,255,212),(330,531),9)

pygame.draw.polygon(screen,(127,255,212),[[262,353],[335,353],[327,401],[271,401]])

pygame.draw.circle(screen,(0,0,0),(286,368),10)

pygame.draw.circle(screen,(0,0,0),(312,368),9)

pygame.draw.circle(screen,(255,255,255),(288,369),2)

pygame.draw.circle(screen,(255,255,255),(314,369),2)

pygame.draw.circle(screen,(127,255,212),(326,344),10)

pygame.draw.circle(screen,(127,255,212),(273,343),9)

pygame.draw.circle(screen,(127,255,212),(263,332),8)

pygame.draw.circle(screen,(127,255,212),(255,324),4)

pygame.draw.circle(screen,(127,255,212),(335,328),7)

pygame.draw.ellipse(screen,(127,255,212),(343,318,12,9))

pygame.draw.circle(screen,(127,255,212),(358,316),4)

pygame.draw.line(screen, (0,0,0),

[378, 399],

[398, 379],2)

pygame.draw.ellipse(screen,(0,255,0),(378,374,10,30))

pygame.display.update()