import pygame

from pygame.draw import \*

pygame.init()

FPS = 60

screen = pygame.display.set\_mode((600, 600))

color = (230,200,160)

screen.fill(color)

pygame.display.flip()

pygame.draw.circle(screen,(255,255,0),(300,300),260)

pygame.draw.rect(screen,(0,0,0),(165,450,265,55))

pygame.draw.circle(screen,(255,0,0),(135,290),50)

pygame.draw.circle(screen,(255,0,0),(455,290),40)

pygame.draw.circle(screen,(0,0,0),(135,290),25)

pygame.draw.circle(screen,(0,0,0),(455,290),20)

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

[[380, 280], [500,188],

[525,199 ], [395,295]])

pygame.draw.polygon(screen,(0,0,0),[[133,170],[148,155],[231,297],[213,315]])

pygame.display.update()