PyGUI Documentation

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Contents

1   What is PyGUI?

PyGUI is a GUI library powered by pygame. PyGUI provides standard GUI elements which is drawn as pygame surfaces on a pygame window. The goal of this library is to provide a way to create a GUI app with pygame in a simple manner. PyGUI handles all the drawing, placings and event propagation on the pygame window. Custom elements can be created as classes that implement the render_element interface. The programmer can alter the drawing algorithms or use the simple implemented drawing algorithm(Painter's Algorithm).