

Ex.No: 12b	MOVING AN OBJECT ON KEYPRESS
Date :	

AIM:

To write a python program to implement moving an object on keypress using pygame tool.

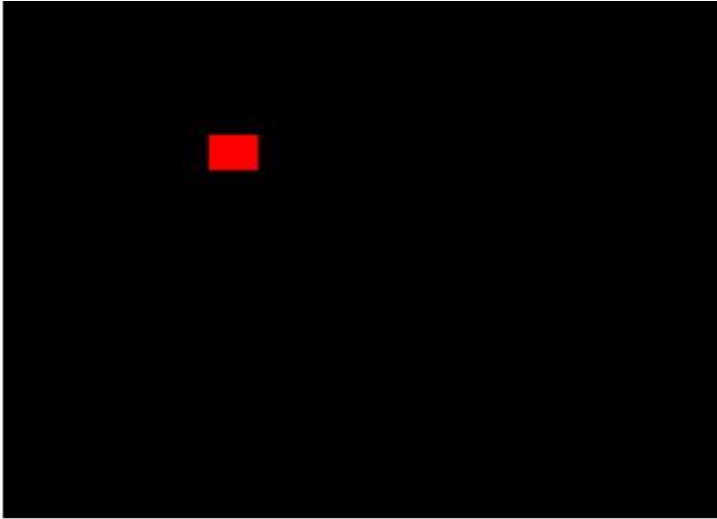
ALGORITHM:

1. Start the program.
2. Import the sys and pygame packages.
3. Set coordinates and size of the moving object.
4. Get the keys pressed.
5. If the left arrow key is pressed, it decrements in x axis.
6. If the right arrow key is pressed, it increments in x axis.
7. If the up arrow key is pressed, it decrements in y axis.
8. If the down arrow key is pressed, it increments in y axis.
9. Set screen background and place moving object on screen.
10. Displays the movement.
11. Stop the program.

PROGRAM:

```
import sys, pygame
pygame.init()
screen = pygame.display.set_mode((500, 500))
pygame.display.set_caption("Moving object") #
Moving object starting co-ordinates and size x = 200 y = 200 width = 20 height = 20 # Moving speed
step = 5 # infinite loop while 1:
    pygame.time.delay(10)
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            sys.exit() # Get the keys pressed
    keys = pygame.key.get_pressed() # Left arrow key - decrement in x axis
    if keys[pygame.K_LEFT] and x > 0: x -= step
    # Right arrow key - increment in x axis
    if keys[pygame.K_RIGHT] and x < 500 - width:
        x += step
    # Up arrow key - decrement in y axis
    if keys[pygame.K_UP] and y > 0:
        y -= step
    # Down arrow key - increment in y axis
    if keys[pygame.K_DOWN] and y < 500 - height:
        y += step
    # Set screen background and Place moving object on screen
    screen.fill((255, 255, 255))
    pygame.draw.rect(screen, (255, 0, 0), (x, y, width, height))
    # Display movement
    pygame.display.update()
```

OUTPUT:



RESULT:

Thus the python program to implement moving an object on keypress using pygame tool is executed.