

Programming keyboard control

Using Python and pygame

Pygame

Pygame is a cross-platform set of Python modules which is used to create video games.

It consists of computer graphics and sound libraries designed to be used with the Python programming language.



Pygame : init()

The `pygame.init()` function is a crucial initialization function in the Pygame library, which is used for developing 2D games and multimedia applications in Python.

```
import pygame
```

```
pygame.init()
```

```
screen = pygame.display.set_mode((800,  
600))
```

```
pygame.quit()
```

Python

Pygame

Pygame library in Python to draw a yellow rectangle on a graphical surface.

```
import pygame

pygame.init()

sample_surface =
pygame.display.set_mode((400,300))

color = (255,255,0)

pygame.draw.rect(sample_surface,
color,
pygame.Rect(30, 30,
60, 60))

pygame.display.flip()
```

Python

Create a keyboard module

Pygame library to detect and respond to keyboard input. It allows you to check if specific keys are pressed and execute actions accordingly.



Control drone using keyboard

to control the DJI Tello drone using the keyboard. Depending on the keys you press, you can make the drone move in different directions and perform takeoff and landing operations.

