# install pygame and import, also import randrange for random numbers

from ctypes.wintypes import SIZE

import pygame

from random import randrange

RES = 600

SIZE = 50

# create variables

x, y = randrange(0, RES, SIZE), randrange(0, RES, SIZE)

apple = randrange(0, RES, SIZE), randrange(0, RES, SIZE)

length = 1

snake = [(x, y)]

dx, dy = 0, 0

score = 0

fps = 5

# giving speed of movement, and score.

pygame.init()

sc = pygame.display.set\_mode([RES, RES])

clock = pygame.time.Clock()

font\_score = pygame.font.SysFont('Arial', 26, bold=True)

font\_end = pygame.font.SysFont('Arial', 66, bold=True)

img = pygame.image.load('1.jpg').convert()

# adding picture to background, show score, and show game over, also giving

# fonts.

while True:

sc.blit(img, (0, 0))

#drawing snake, and apple

[(pygame.draw.rect(sc, pygame.Color('green'), (i, j, SIZE - 2, SIZE - 2))) for i, j in snake]

pygame.draw.rect(sc, pygame.Color('red'), (\*apple, SIZE, SIZE))

# show score

render\_score = font\_score.render(f'SCORE: {score}', 1, pygame.Color('orange'))

sc.blit(render\_score, (5, 5))

# snake movement

x += dx \* SIZE

y += dy \* SIZE

snake.append((x, y))

snake = snake[-length:]

# eating apple

if snake[-1] == apple:

apple = randrange(0, RES, SIZE), randrange(0, RES, SIZE)

length += 1

score += 1

fps += 1

# game over mode

if x < 0 or x > RES - SIZE or y < 0 or y > RES - SIZE or len(snake) != len(set(snake)):

while True:

render\_end = font\_end.render('GAME OVER', 1, pygame.Color('orange'))

sc.blit(render\_end, (RES // 2 - 200, RES // 3))

pygame.display.flip()

for event in pygame.event.get():

if event.type == pygame.QUIT:

exit()

pygame.display.flip()

clock.tick(fps)

for event in pygame.event.get():

if event.type == pygame.QUIT:

exit()

# control, writing function for keyboard

key = pygame.key.get\_pressed()

if key[pygame.K\_w]:

dx, dy = 0, -1

if key[pygame.K\_s]:

dx, dy = 0, 1

if key[pygame.K\_a]:

dx, dy = -1, 0

if key[pygame.K\_d]:

dx, dy = 1, 0