""" labelDemo.py

creating a basic label sprite"""

import pygame

pygame.init()

screen = pygame.display.set\_mode((640, 480))

class Label(pygame.sprite.Sprite):

""" Label Class (simplest version)

Attributes:

font: any pygame Font or SysFont objects

text: text to display

center: desired position of label center (x, y)

"""

def \_\_init\_\_(self):

pygame.sprite.Sprite.\_\_init\_\_(self)

self.font = pygame.font.SysFont("None", 30)

self.text = ""

self.center = (320, 240)

def update(self):

self.image = self.font.render(self.text, 1, (0, 0, 0))

self.rect = self.image.get\_rect()

self.rect.center = self.center

def main():

pygame.display.set\_caption("Label demo")

background = pygame.Surface(screen.get\_size())

background.fill((255, 255, 255))

screen.blit(background, (0, 0))

label1 = Label()

label2 = Label()

labelEvent = Label()

allSprites = pygame.sprite.Group(label1, label2, labelEvent)

label1.text = "Hi. I'm a label."

label1.center = (100, 100)

label2.text = "I'm another label."

label2.center = (400, 400)

clock = pygame.time.Clock()

keepGoing = True

while keepGoing:

clock.tick(30)

for event in pygame.event.get():

if event.type == pygame.QUIT:

keepGoing = False

elif event.type == pygame.MOUSEMOTION:

(mouseX, mouseY) = pygame.mouse.get\_pos()

labelEvent.text = "mouse: (%d, %d)" % (mouseX, mouseY)

elif event.type == pygame.MOUSEBUTTONDOWN:

labelEvent.text = "button press"

elif event.type == pygame.KEYDOWN:

labelEvent.text = "key down"

allSprites.clear(screen, background)

allSprites.update()

allSprites.draw(screen)

pygame.display.flip()

if \_\_name\_\_=="\_\_main\_\_":

main()