Chp 8-10 Questions

1. rect_x = 50
    main loop
    pygame.draw.rect(screen, WHITE, [rect_x, 50, 50, 50])
    rect_x += 1

    rect_x has to go before the main program loop.

2. 380 pixels high
3. for i in range(50):
    x = random.randrange(0, 400)
    y = random.randrange(0, 400)
    pygame.draw.circle(screen, WHITE, [x, y], 2)

    This goes before the main loop because the program will add 50 new snow flakes to the list every 1/20th of a second if it is inside the main loop.

4. print(stars[1][0])
5. They both work because it directly grabs the coordinates from the list instead of grabbing it in a separate line of code.
6. The x and y values inside the function are set to a specific point on the screen and cannot be changed when it is called further down. The way to fix this would be the change the first values in the first square bracket to x and y respectively and by adding the smallest x and y values.
7. # Game logic
    pos = pygame.mouse.get_pos()
    x = pos[0] ←– just the x value
    y = pos[1]
8. This would not work for a keyboard because in the game logic section, a set of if statements would be needed to check the x_coord and y_coord values.