import pygame

class **PlayerInput**:

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

self.stop = False

def **update**(self):

events = pygame.event.get()

for e in events:

if e.type == pygame.QUIT:

self.stop = True

def **paint\_screen**(window):

window.fill((0,0,0))

pygame.display.flip()

def **main\_loop**():

pygame.init()

screen\_width = 800

screen\_height = 600

window = pygame.display.set\_mode((screen\_width,screen\_height))

player\_input = PlayerInput()

while not player\_input.stop:

pygame.time.delay(5)

player\_input.update()

paint\_screen(window)

pygame.display.quit()

pygame.quit()

main\_loop()