```python
 9    import sqlite3
10    import pygame
11
12
13    def Load_Image(sFile,transp=False):
14        try: image = pygame.image.load(sFile)
15        except pygame.error,message:
16                raise SystemExit,message
17        image = image.convert()
18        if transp:
19            color = image.get_at((0,0))
20            image.set_colorkey(color,RLEACCEL)
21        return image
22
23    # ---------- Obtiene la foto desde la BD
24    def getImage(id):
25
26        conn = sqlite3.connect("Base Datos\\datos.db")
27        cur = conn.cursor()
28        a = cur.execute("SELECT img FROM fotos WHERE id = "+id)
29        img = a.fetchone()
30        if(img):
31            f = open('foto.jpg','wb')
32            f.write(img[0])
33            f.close()
34            conn.commit()
35            cur.close()
36            conn.close()
37            return True
38        else:
39            print "No existe"
40            return False
41
42
43    pygame.init()
44    nSize=[400,400]
45    Black = [0,0,0]
46    Sc = pygame.display.set_mode(nSize)
47    pygame.display.set_caption("Imagenes SQLite")
48
49    Img = Load_Image("foto.jpg")
50    Img = pygame.transform.scale(Img,(200,200))
51    lOK = True
52    while lOK:
53        idFoto = raw_input("Ingresa ID de la foto: ")
54        getImage(idFoto)
55        Img = Load_Image("foto.jpg")
56        Img = pygame.transform.scale(Img,(200,200))
57        for event in pygame.event.get():
58            if event.type == pygame.QUIT: lOK = False
59        Sc.fill(Black)
60        Sc.blit(Img,(30,30))
61        pygame.display.flip()
```